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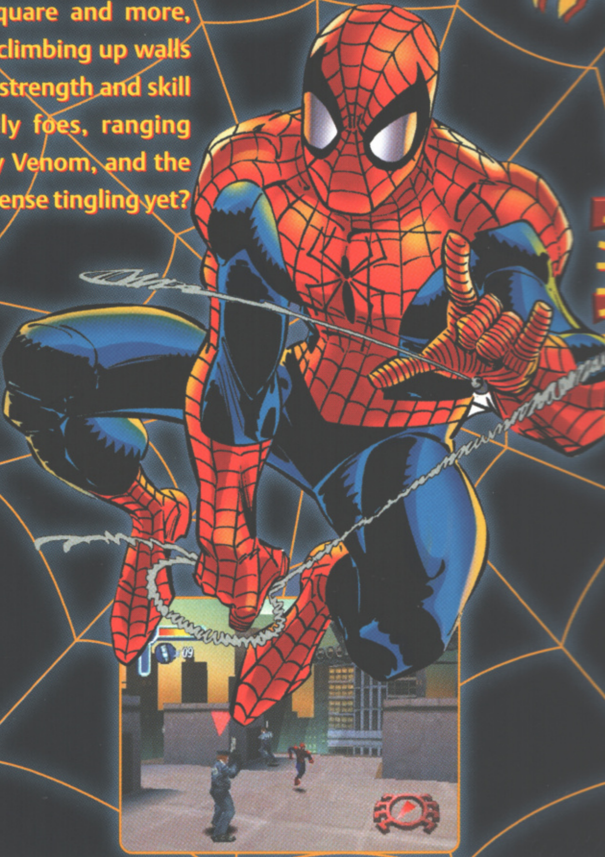

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YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES

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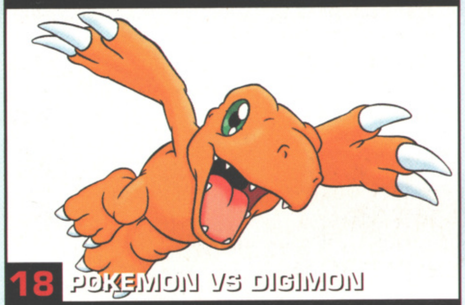
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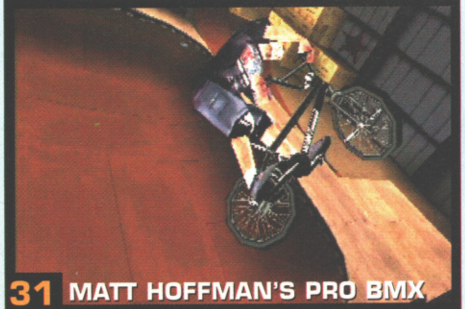
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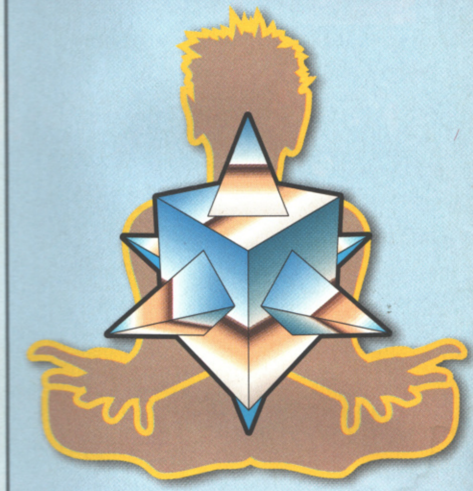

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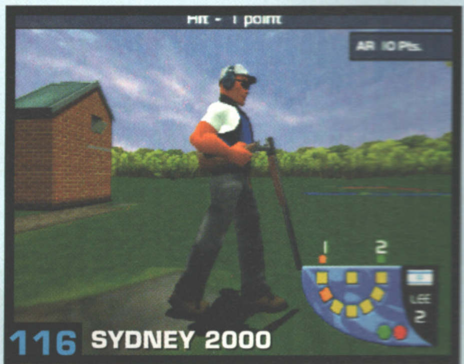

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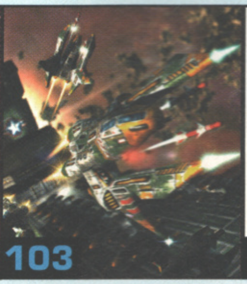
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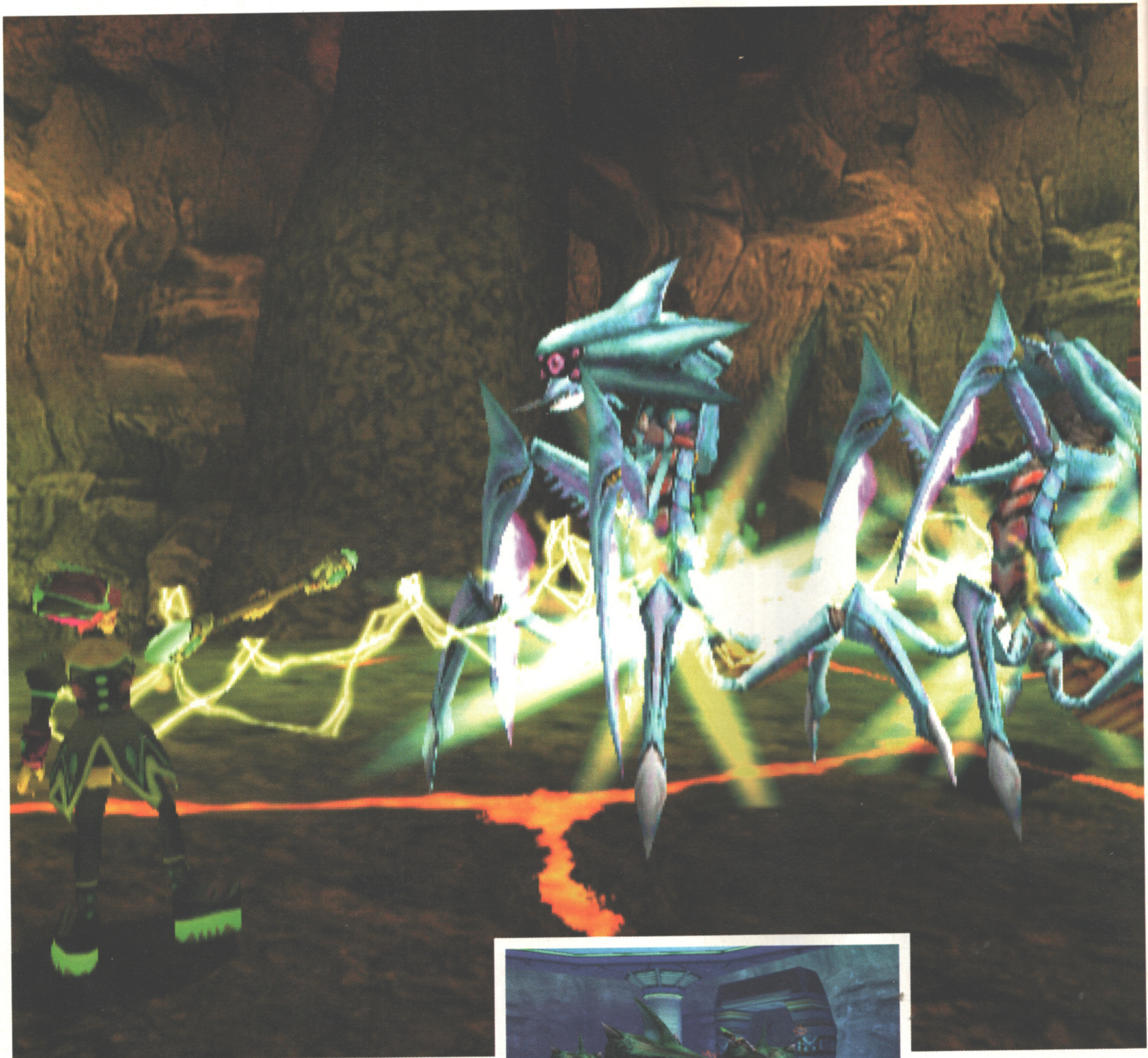


PHANTASY STAR ONLINE

OUT **2000/EARLY 2001** *PLATFORM* **DC**

Those clever chaps at Sega are trying hard to bring us what is arguably the most revolutionary – not to mention most ambitious – console game ever, before Christmas this year. And we hope they succeed. *Phantasy Star Online* is about to unite the planet like never before in an international online world. This multiplayer RPG lets Dreamcasters from different nations adventure with each other via a Star Trek-esque universal translator. Can we put our differences aside and team up to save the world? Can the Germans ever forgive us for their Euro 2000 defeat? We'll find out soon

DC is fast becoming the console of choice for gamers wanting innovative titles, with games like *Samba De Amigo*, *Jet Set Radio* and now *PSO*. The only trouble Sega could run into with this one is that Internet calls in the UK still aren't free. Who wants to pay through the nose, even if the game's as corking as *PSO* promises to be?

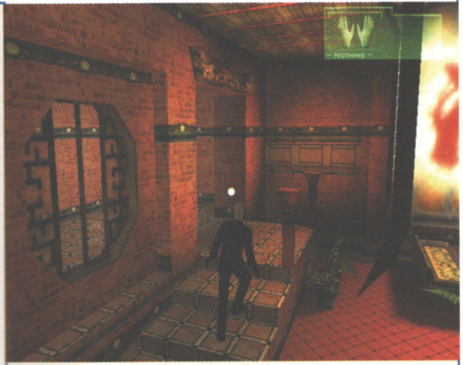
Make no mistake, *Phantasy Star Online* is about to hit the CVG pages very hard indeed, but until then, goggle at these beautiful shots and gently stroke your thighs with delight. And if that's not enough for you, there are over 40 more of these buggers on our website so you better go and check them out when you've finished reading this issue

We're told you can work in teams of up to four human players in the game. So you might want to hook up with a Japanese gamer for some technical know-how, a hard-nosed Yank to provide some muscle and a German to be the butt of all your jokes. Could *PSO* lead to world peace?

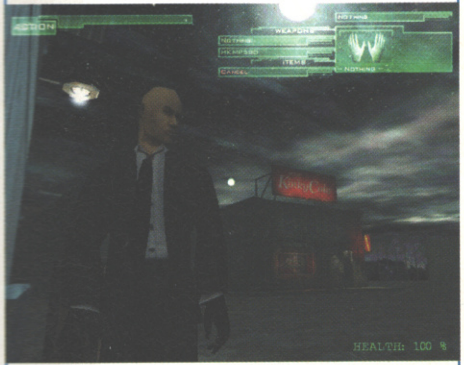
HITMAN

OUTTBC **PLATFORM**PC

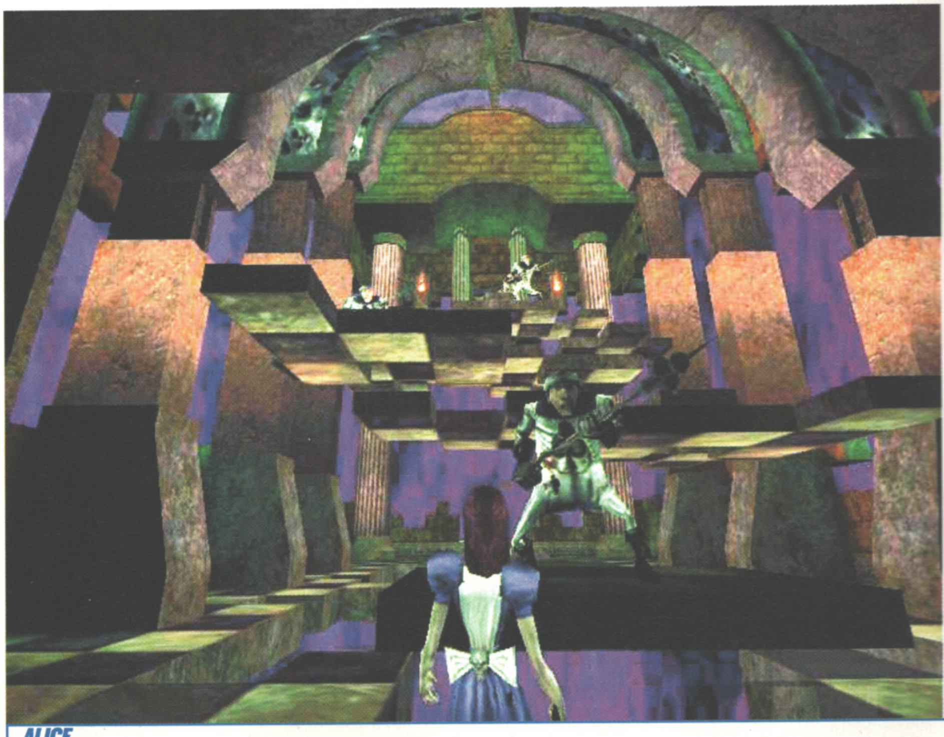
Stealthy action so hardcore you'll hear your heart pounding in your ears. It's a third-person stealth, shooting and strategy combo where you get commissioned to take people out. Think *Metal Gear* crossed with *Rainbow Six* with a smattering of *Tenchu*



As a hitman it's your task to erase high-profile figures, no questions asked. But here you get double-crossed and it's only as the story unravels that you learn your part in the plot



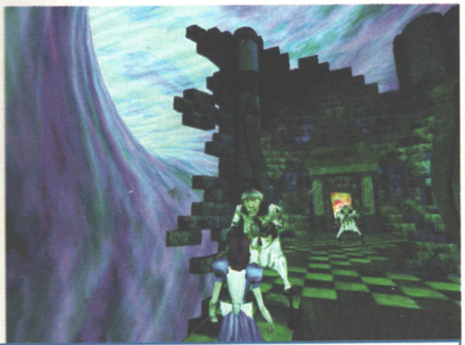
Hitman will feature unprecedented levels of object interaction and real-world physics that promise to surpass *Deus Ex*. You'll be able to move, shoot and generally muck about with more in-game objects than ever before. Clever enemies can interact with environments too to trick you. This is looking ace



ALICE

OUTNOVEMBER **PLATFORM**PC

Alice returns to Wonderland and all is not as it should be in this twisted tale. The third-person action built around the *Quake III* engine looks great and the style is dark and menacing. Want to smack up giant ants with a dirty great mallet? Thought so

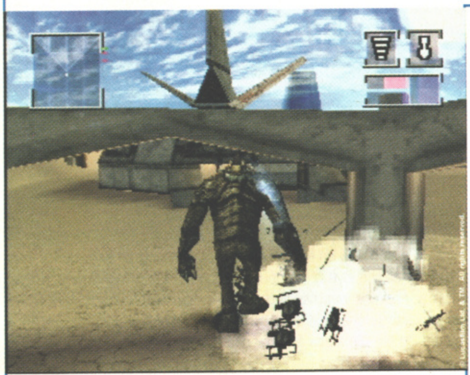


The score is provided by industrial metalists Nine Inch Nails' Chris Vienna. Though based on the Lewis Carroll stories, this nightmarish version is by no means a game just for the kids. Even your favourite feline, the Cheshire Cat, looks like he's gone bad

STAR WARS DEMOLITION

*OUT***NOVEMBER***PLATFORM***PLAYSTATION**

Vehicular destruction awaits in *Demolition*. Developed by the team behind the *Vigilante 8* games, this Star Wars dodgem ride features characters and vehicles from all the movies so far and from the furthest reaches of the Star Wars galaxy. Sounds good



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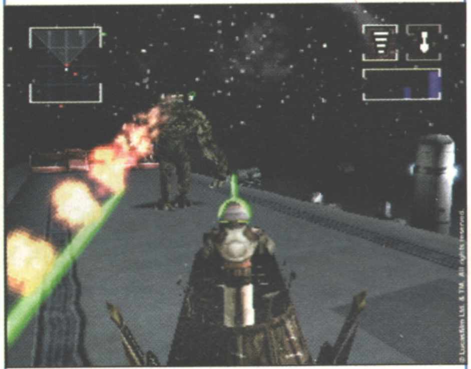
Play solo or with a buddy in the two-player games, with multiple weapons and power-ups to dish out the damage. The various arenas are all faithful to the Star Wars legacy



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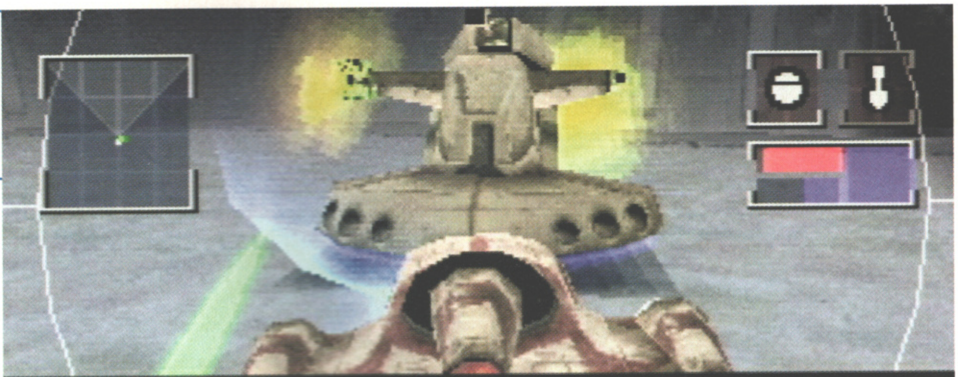
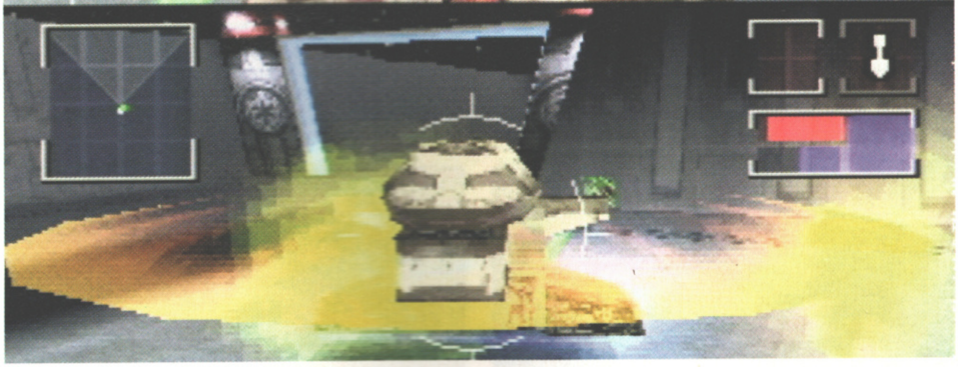
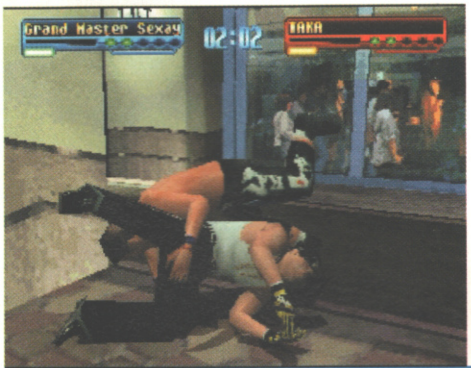
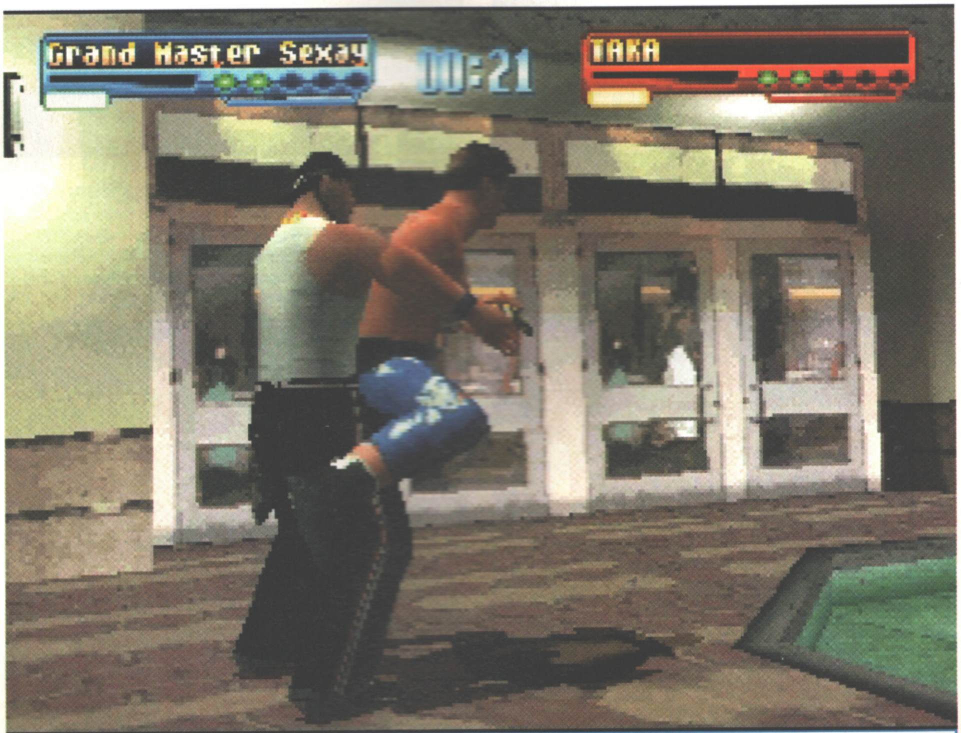
The action takes place between Empire Strikes Back and Return Of The Jedi in a grand duke-out competition organised by Jabba the Hut. This marriage of *Destruction Derby*, *WipeOut* and Star Wars is sure to be a winner







Know Your Role will let you get into positions with other men that would make George Michael proud. Just check these two screenshots and you'll know what we're talking about. If they did this anywhere else they'd be arrested



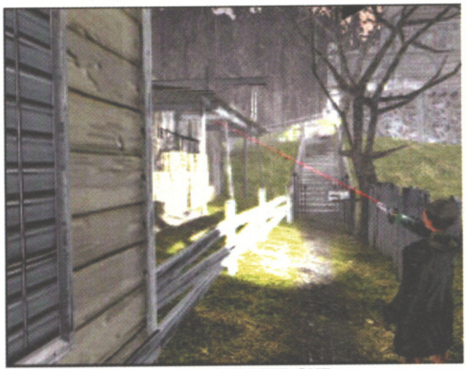
WWF SMACKDOWN 2: KNOW YOUR ROLE

*OUT***NOVEMBER** *PLATFORM***PLAYSTATION**

We may have had a big wrestling blow-out last issue with our special feature but you guys just can't get enough of it. If you need proof here it is: a massive spike in hits on our website as soon as a fresh batch of *Smackdown 2* screens were put up

ACCESS ALL GAMES

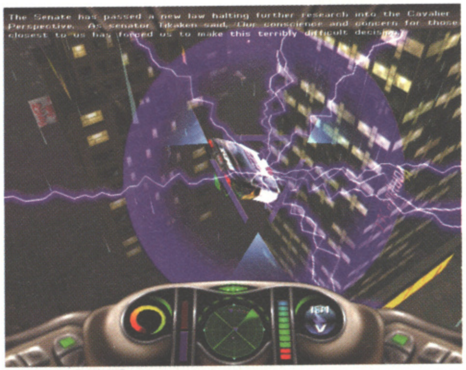
A WHOLE MONTH'S NEW GAMES IN ONE PLACE



BLAIR WITCH PROJECT CHAPTER ONE

OUT**NOVEMBER** PLATFORM**PC**

There are three confirmed Blair Witch titles on their way to scare us silly, forming a trilogy of spooky adventures. The first is a survival horror offering set in the 1940s. Just like the movie, it's all about the suggestion of horror and according to our source, the *Nocturne* engine is being put to good use

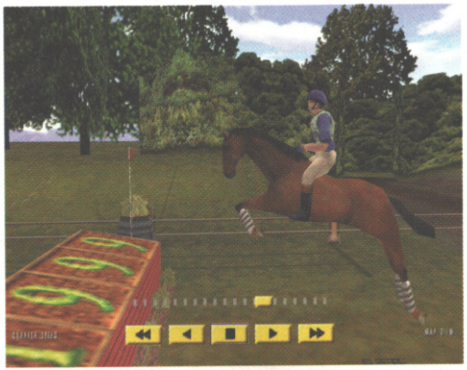


The Senate has passed a new law halting further research into the Cavalier Perspective. As senator Takaken said, "Our conscience and concern for those closest to us has forced us to make this terribly difficult decision."

CRIME CITIES

OUT**OCTOBER**PLATFORM**PC**

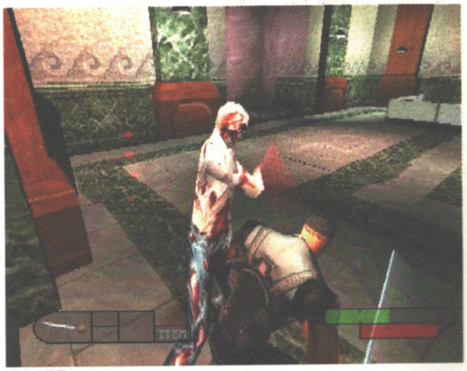
Undercover missions are popular in games right now. This crossover shooting/flying/exploring title sends Johnny Red to infiltrate crime gangs in a *G-Police* type environment. You can choose to accept or decline missions offered to you, altering the flow of play. There will be ace multiplayer action too



EQUESTRIAD 2001

OUT**NOVEMBER** PLATFORM**PC/PLAYSTATION**

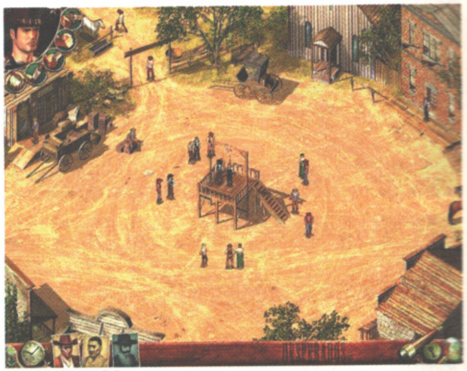
Whip your noble beast! Realistic equestrian racing with 25 real riders, each on their own horse. Realism is the order of the day so don't expect many laughs, but do expect an accurate sim of the much loved sport. An unusual title but refreshing after the mountain of F1 racers and *Mario Kart* clones



BLADE

OUT**AUTUMN** PLATFORM**PLAYSTATION**

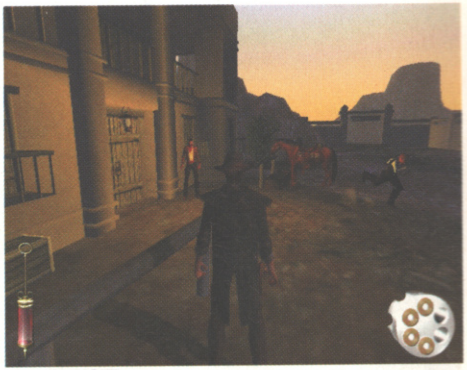
Wesley Snipes kicked ass as Blade in the movie and now you can too in a game based on both the film and the Marvel comic books. You are Blade, the ultimate vampire hunter, and you'll have many weapons at your disposal to send those blood-sucking fiends straight back to hell including lovely UV grenades. Grisly stuff



DESPERADOS

OUT**MARCH2001** PLATFORM**PC**

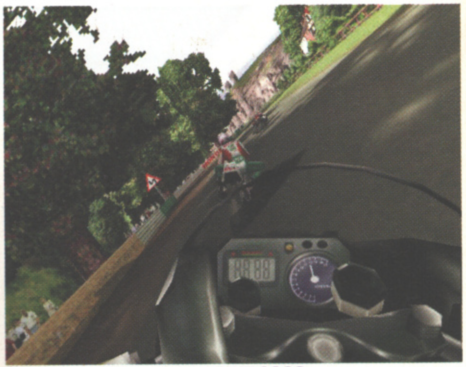
An RTS adventure that wears a big Stetson and those funny little ankle spur things. Set in New Mexico during the American Civil War, you lead Western hero John Cooper and his band of bad-ass cowboys in their hunt for Mexican bandit leader El Diablo. Wants to take RTS to a whole new place



GUNSLINGER

OUT**TBC** PLATFORM**PS2**

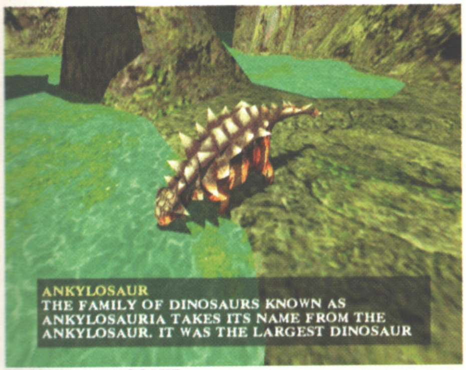
This action/adventure is a full-on cowboy sim letting you relive the glory days of the Wild West in a massive quest. RPG bits include a reputation system that makes locals react differently depending on your past actions. You can get drunk and visit whorehouses, too, which is bad because we play videogames to escape real life



CASTROL HONDA SUPERBIKE 2000

OUT**LATE OCTOBER** PLATFORM**PLAYSTATION**

Already a success on PC, this fine motorbike racer lets you recreate all the joys of a Superbike competition. Real-time damage effects, realistic weather and 12 international circuits mingle with an impressive championship game and two-player split screen mode. So far the signs for this one are all good

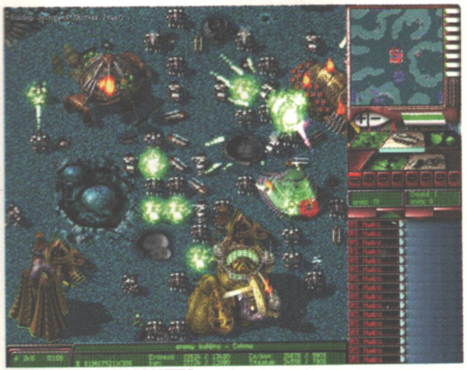


ANKYLOSAUR
THE FAMILY OF DINOSAURS KNOWN AS ANKYLOSAURIA TAKES ITS NAME FROM THE ANKYLOSAUR. IT WAS THE LARGEST DINOSAUR

DISNEY'S DINOSAUR

OUT**NOVEMBER** PLATFORM**PS2**

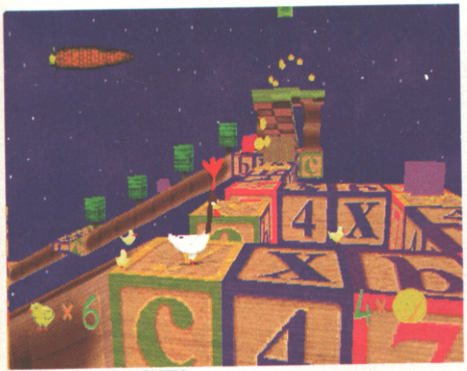
Forget Walking with Dinosaurs on the telly, you'll soon be able to play with them on your PS2. The game of the new Disney animation is coming and it's looking pretty sweet. Apparently there'll be a kind of Encyclo-dino feature, giving you the lowdown on each of the reptilian rascals. Who said learning isn't fun?



MISSION: HUMANITY

OUT**OCTOBER** PLATFORM**PC**

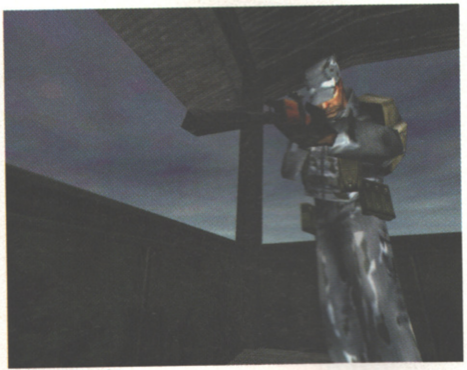
Be aliens or humans in this RTS sci-fi bonanza. Lead your chosen army in an interplanetary conflict between races, colonising and defending planets and systems. You'll have to keep an eye on your previously cleared areas as the action continues while you fight it out elsewhere. New concept: spherical maps



MORT THE CHICKEN

OUT**WINTER** PLATFORM**PLAYSTATION**

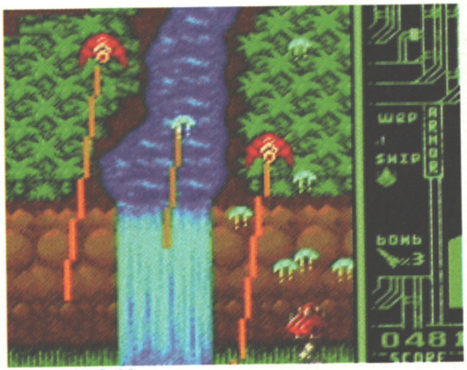
All the baby chicks in the world are being zapped away and Mort must find out what the devil's going on. There's a Tom and Jerry style sense of humour to the game and plenty of tricks and comedy traps while you roam the fully 3D levels. Looks a little rough at present but we'll reserve judgement



PROJECT IGI

OUT**NOVEMBER** PLATFORM**PC**

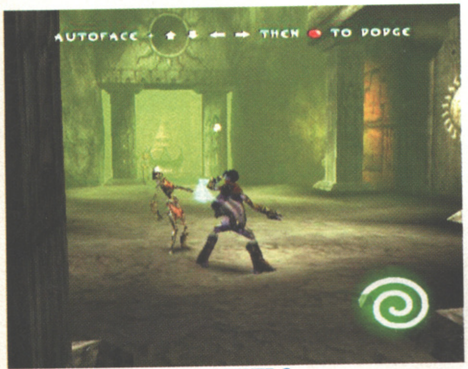
Billed as a first-person thinking man's shooter, in *Project IGI* you fill the boots of British counter-terrorist agent Jones. The gaming environment is massive and there will be a Hollywood action movie feel to the action. Real-life ex-SAS tough guys have been drafted in to help add to the realism so it should be pretty hardcore



PROJECT S-11

OUT**LATE AUTUMN** PLATFORM**GAME BOY COLOR**

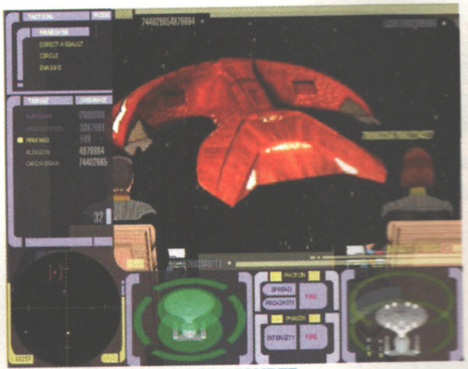
A superb vertically scrolling shoot 'em up with a shamelessly old-school look and feel. Similar to the bullet-heavy Dreamcast game *Gigawing* but works better on GBC. Loads of power-ups, plenty of bullets on-screen and superb boss battles. This could challenge *R-Type DX* for the position of No 1 GB shooter



LEGACY OF KAIN: SOUL REAVER 2

OUT**MARCH 2001** PLATFORM**DC/PS2/PC**

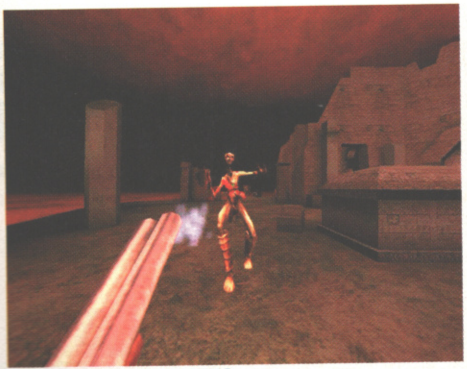
Raziel's epic undead quest continues in much the same way as the first. The superb atmosphere and graphical style of the first game is given extra flourish by the next-gen hardware. A continuation of the first game's story rather than a bona fide sequel but should still offer enough new challenges to make it more than interesting



STAR TREK: BRIDGE COMMANDER

OUT**TBC** PLATFORM**PC**

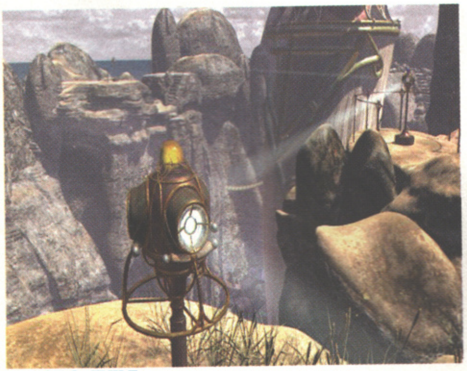
How badly do we want our own Starfleet vessel, with our own crew and our own little fish in our ready room? So much it hurts. *Bridge Commander* makes it so. You can create your own Star Trek destiny in this ace-looking combat and exploration extravaganza that will have plenty of different skills to master



CLIVE BARKER'S UNDYING

OUT**LATE2000** PLATFORM**PC**

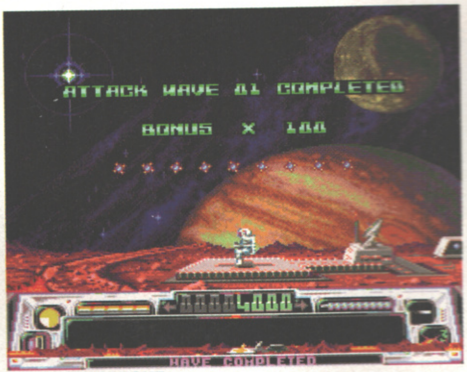
Undying is the first interactive project from the master of weirdo horror, Clive Barker. Using a modified *Unreal Tournament* engine this first-person horror-shooter is looking promising. Expect a strong single-player game featuring Barker's trademark 'Hellraiser' style and gruesome boss characters



MYST 3: EXILE

OUT**2001** PLATFORM**PC**

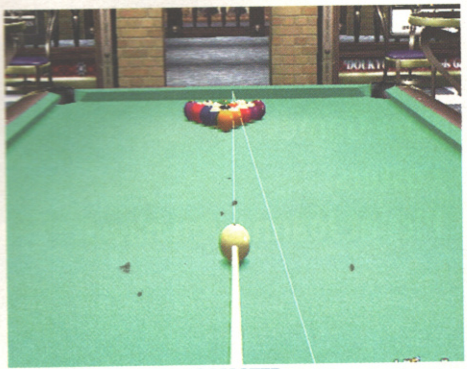
The first two *Myst* games were little more than interactive slide shows and very dull at that – we hated them. And we've got a horrible feeling this one won't be much different. We challenge the developers to prove us wrong and come up with something that's remotely interesting. Please



SUPER DROPZONE

OUT**TBC** PLATFORM**GAME BOY ADVANCE**

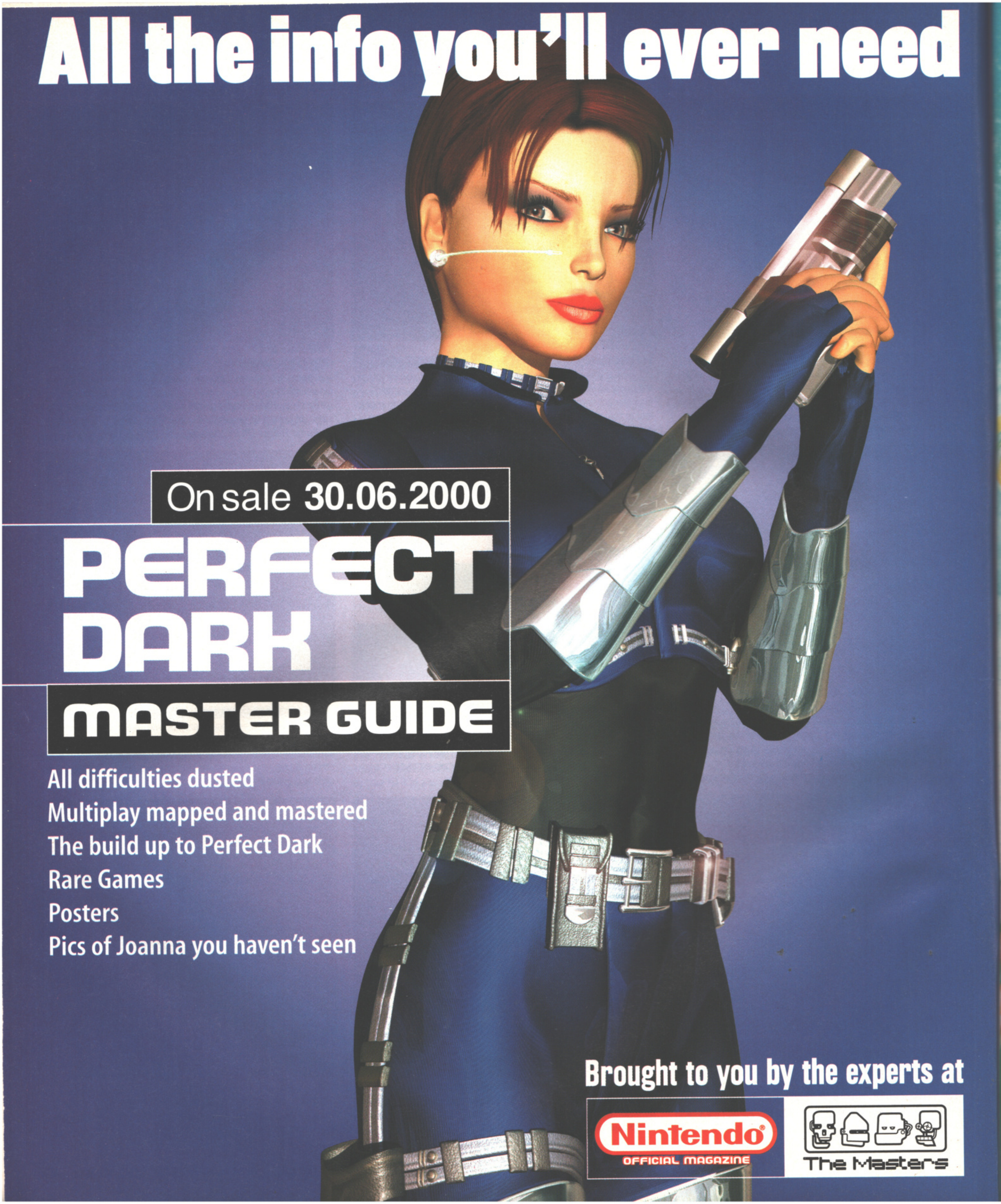
Hey, it's not only the Japanese developers who are cracking on with Game Boy Advance stuff. Just check out what Archer Maclean and the boys at Pocket Studios are working on right now. This definitive Defender clone is a classic shoot-em-up from the old Commodore 64 days, and the Game Boy Advance is just perfect for its return



COOL POOL: BILLIARDS MASTER

OUT**NOVEMBER** PLATFORM**PS2**

Ten different versions of Pool where you can choose between 13 different cues and a variety of rooms to play in. But it's still smacking balls around a table, ain't it? Hardly the emotional experiences we were promised with the PS2. Come on guys, surely you can do better than this



All the info you'll ever need

On sale **30.06.2000**

PERFECT DARK

MASTER GUIDE

All difficulties dusted
Multiplay mapped and mastered
The build up to Perfect Dark
Rare Games
Posters
Pics of Joanna you haven't seen

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Nintendo OFFICIAL MAGAZINE

The Masters

new caribbean style
Sunny Delight
reach for the
new caribbean sun
and on you go
Sunny Delight
Sunny Delight

GOTTA BUY 'EM ALL

NINTENDO KICK SAND IN SONY'S FACE WITH GAMECUBE AND GAME BOY ADVANCE WORDS**PETER WALKER**

POWER
NINTENDO
GAMECUBE
RESET
OPEN
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
B
A

NINTENDO SET

NINTENDO SET the games world alight at their Spaceworld games show when they unveiled their next-gen replacements for N64 and Game Boy Color. GAMECUBE and Game Boy Advance will be the most powerful console and fully-portable handheld in the world and, in a genius move on Nintendo's part, will be fully compatible. Not only are games being developed that will play on both systems – *Pokémon* is a dead cert – but Advance can even be used as a controller for GAMECUBE. As Nintendo put it, "They have been designed to work together to provide a gameplay experience that is unprecedented and totally unique to Nintendo." How exciting is that! Check out the facts below and turn the page for the games.

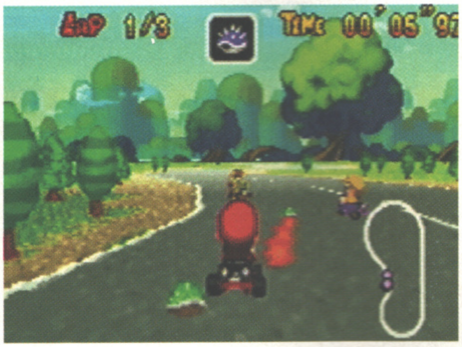
GAMECUBE

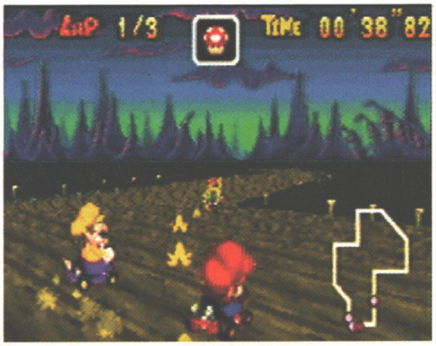
THE FACTS

- Online access will be through a 56K modem initially though broadband access (for fast multiplayer gaming online) is planned for later and will be sold seperately. GAMECUBE will run off of your normal AC power supply.
- It will launch in Japan in July 2001 (when Advance arrives in the UK) and North America in October 2001, but we won't know the European date until early next year. Price has yet to be confirmed but around £199 is strongly rumoured.
- Powered by a heavily customised 405Mhz processor (PS2 has 366Mhz) from IBM, the guys who invented the PC, the 128-bit machine has a revolutionary graphics co-processor with SRAM memory embedded directly into the chip, as well as 40Mb of memory. Translated: it kicks butt and on launch will be the fastest videogame machine in the world.
- It was going to be called Star Cube but the name was changed just before Spaceworld, according to Nintendo sources. Even at Spaceworld, there was confusion over whether the name is GAMECUBE, GAME CUBE, Gamecube or Game Cube.
- Nintendo have ditched their cart format in favour of a an 8cm, 1.5Gb proprietary optical disc. Which means GAMECUBE won't play DVDs but the disc can store twice as much game data as a normal CD and will be damned hard to pirate.
- It's dimensions are 15x11x16cms.
- Dozens of developers already have development tools and even more titles are in the process of being made, right now.
- Other accessories will include an RF controller for cable-free gaming, two Digicard slots for 4Mb flash memory cards or a 64Mb SD-Digicard adapter, and various high-speed ports as well as both analogue and digital AV outputs – so the better your TV, the better it will look. Hell, it even has a carry handle.
- Shigeru Miyamoto, the master Nintendo game designer, said, "GAMECUBE will offer better graphics and higher quality sound, but more importantly it will allow developers the freedom to concentrate on creativity without worrying about technical limitations."
- Miyamoto also told CVG that the current design of the controller is likely to change again in the run up to launch next year.

ADD ON AND ON AND ON

Nintendo have yet to make any comment about third-party peripherals, but they will be in there soon after launch – almost certainly only developed under strict licensing contracts. If third-party N64 controllers are anything to go by, they'll be noticeably cheaper but not as good as official gear. One of the most exciting Advance add-ons is the mobile phone adaptor, which comes out on Color first. And if you didn't believe us about going head-to-head with a mate's Pokémon through your phone, then suck on this: you'll be able to do exactly this with *Pokémon Crystal* for Color. Shame that game isn't likely for a UK release.





GAME BOY ADVANCE

THE FACTS

■ Available in Japan from March 2001 for around £65, and in Europe and America in July, though prices here have yet to be confirmed by Nintendo.

■ Powered by a 32-bit processor developed in the UK that runs 16 times faster than Color's and can display 32,000 colours simultaneously, with SNES-level sound playback.

■ It's screen is half as big again as the 100-million-selling predecessor, with a new colour LCD screen improving resolution by 60%, and of course it can be powered by batteries (with 20 hours of play per set) for the fully portable handheld experience.

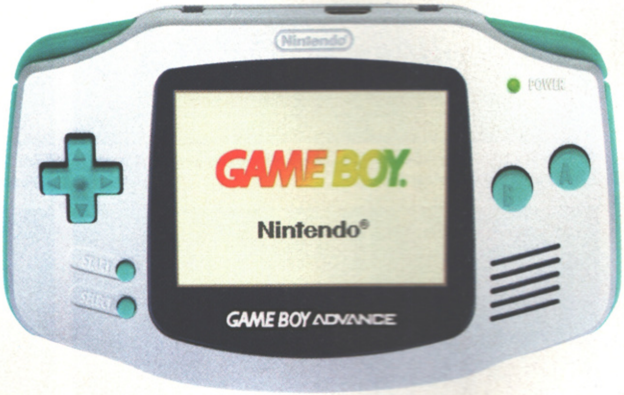
■ Up to four Advances can be linked for full multiplayer action through a special cable, and its backward compatible so you can play all current GB and GBC games.

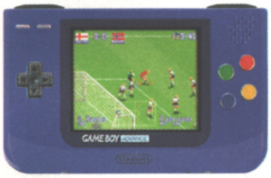
■ Can be used as a "discreet controller to direct action on GAMECUBE", which means in multiplayer GAMECUBE games you'll be able to see and control some aspects of the gameplay on your Advance without your mates seeing what you're doing on the TV screen. Up to four GBAs can be plugged into a GAMECUBE.

■ Nintendo showed off ten Advance titles at Spaceworld, including *Mario Kart Advance*, which is like a cross between the SNES version (for the graphics) and N64 version (for the gameplay).

■ Nintendo even unveiled a mobile phone adapter for Game Boy Color so you can download Pokémon and upload high scores on Nintendo's servers. And of course you'll be able to that on Advance too. Playing turn-based multiplayer Advance games like *Pokémon* over your phone is almost certain too, though real-time titles like *Mario Kart Advance* isn't. Imagine sitting at home battling your Pokémon with a mate on the other side of the country.

■ "GBA will definitely set new standards and redefine the handheld gaming category," according to Nintendo's European marketing man. We believe him.





REMEMBER THIS?

Half a year ago we gave you this little number above – CVG's impression of what Game Boy Advance would look like. Not a bad educated guess we reckon. But we're a little surprised that Nintendo have stuck with just an A and a B button and two shoulder buttons since that limits the number of action controls you can have for any game.

CVG RECKONS

At £65 in Japan, Game Boy Advance will rule the handheld world. Period. Everyone will want one – we all do. But just how quickly Advance takes over will depend on what Nintendo is planning to do about Color and original Game Boy. They'll phase them out eventually, but how long will the systems co-exist? Will they cut Color's price? If they don't, then at current prices it would be cheaper to buy an Advance. We reckon Advance will cost closer to £100 in the UK. That would mean it could be cheaper to buy an imported Advance when it releases in Japan in March (unless import shops demand a massive premium). And because Advance should play carts from any region, you won't be forced to stick to imports when it launches in Europe. Making Advance one of the most desirable games machines to buy on import ever. Which may explain why Nintendo haven't announced the European price yet. GAMECUBE is a games machine pure and simple without the distraction of DVD and has the word 'Fun' stamped all over it. It looks like a serious challenger in the console market. Not just because it's a powerful bit of kit, but because it's Nintendo, and Nintendo means quality games.

■ ADVANCE ONLINE

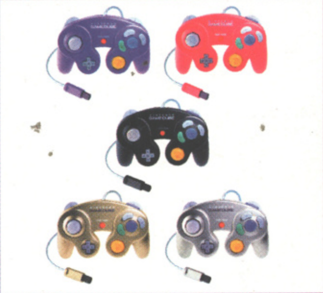
Sony have done it with PS One, now Color has a mobile phone adaptor and Advance will too

■ GAMECUBE'S 8CM DISKS

Nintendo have customised these mini babies to store a lot of data – but they won't play DVDs

■ ...CABLE-FREE CONTROLLER

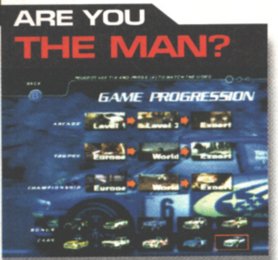
Expected to be sold seperately as an add-on, you plug an RF receiver into your GAMECUBE



■ ...AND COLOURFUL PADS

Compared to the N64 controller it's got an extra two buttons, but somehow it looks more

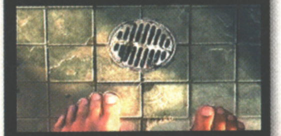
ARE YOU THE MAN?


GAME PROGRESSION
Level 1
Level 2
Expert
Europe
World
Expert
Europe
World
Expert

V-RALLY 2

The Masters think *V-Rally 2* is a perfect mix of arcadey playability, realism and more tracks than a Christmas Now That's What I Call Music compilation. Anyway, as a result we've been playing it to death and have completely perfected our skills. Don't believe us? Then check out the above screen. Reckon you're the man and can beat this?

TIP **To win in Arcade and Championship mode it's imperative not to get caught up in the initial jostling for position between the cars at the start of the race. If you don't get in front straight away, hang back and overtake when the road's a bit clearer. If you don't, you're almost certain to crash.**



RIDDLE ME THIS...

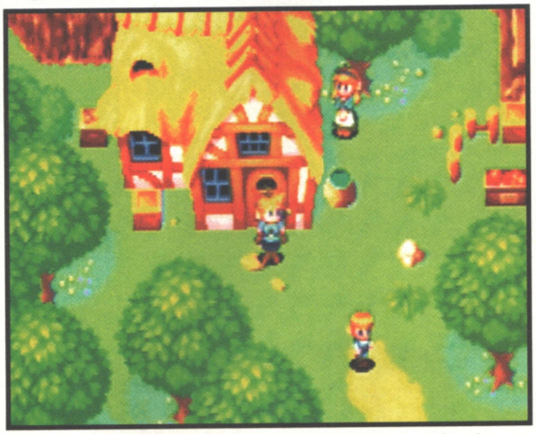
Which game is this from and which section? Ahhh! Is it that scene from Psycho now done in glorious Technicolor? If you're thinking along the lines of horror, then you're heading in the right direction.

It's from the great *Parasite Eve 2*. Just before Aya faces Cannonmouth.

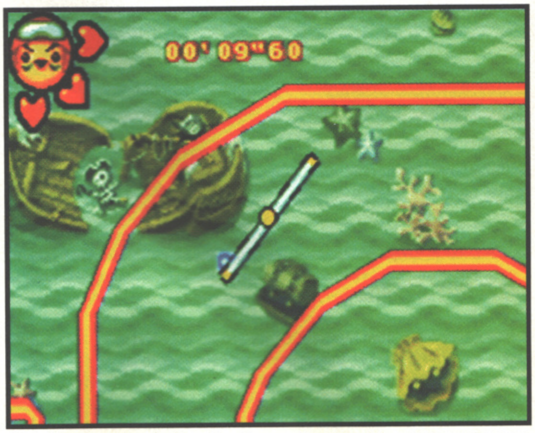
NINTENDO'S NEXT GEN GAMES

YOU COULD

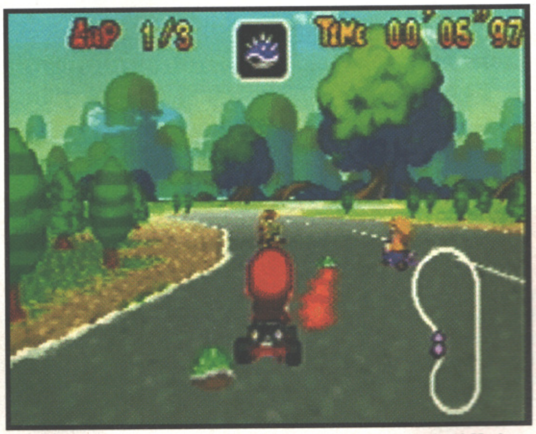
YOU COULD have the most impressive hardware in the world, but it doesn't mean squat without rocking games. Fortunately, Nintendo have promised a return of some of their most famous and fun games characters. Ten Game Boy Advance titles were shown at Spaceworld but we had to make do with tech demos for GAMECUBE, which had the Big N's DNA stamped all over them. Check out the highlights below.



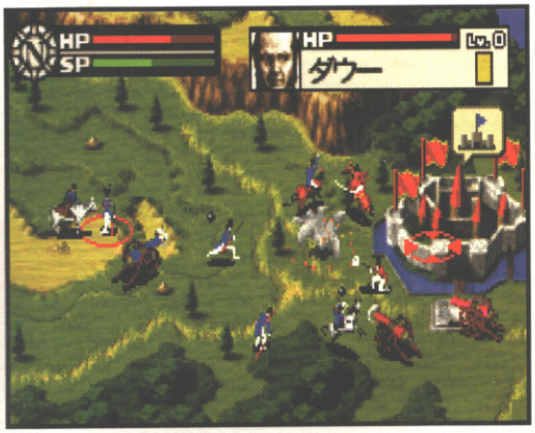
GBA: *Golden Sun*. Never before will a handheld role-playing game have been this big or this good looking. Come on!



GBA: *Kuru Kuru Kururin*. Launching the very first Game Boy with a puzzle game (*Tetris*) did it no harm, so why not try it again with something a bit different?


LAP 1/3
TIME 00' 05" 97

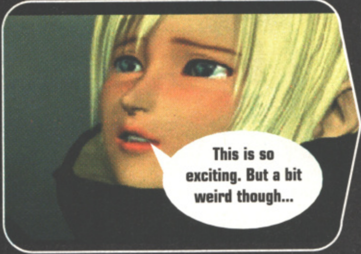
GBA: *Mario Kart Advance*. OH MY GOD! Imagine a four-player game of *Mario Kart* when you're sat in a car or on a train. Awesome


HP
SP
HP
Lv.0
ダウー

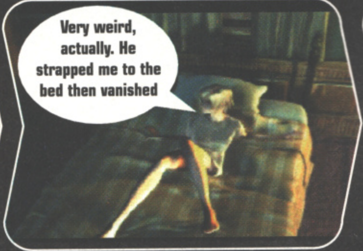
GBA: *Napolean*. Real-time Strategy on a handheld? Can't be done. Wrong! Here's the proof

RESIDENT EVIL CODE: VERONICA

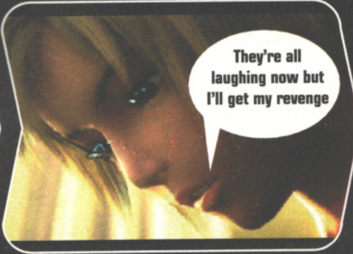
THE VOICE OVERS ARE PRETTY MISLEADING. SO CVG GIVES YOU THE REAL STORY...


This is so exciting. But a bit weird though...

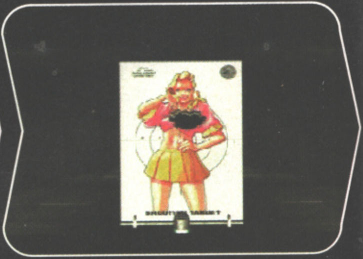
After her third date with the guy of her dreams, our lady waits for him to return to the bedroom


Very weird, actually. He strapped me to the bed then vanished

Her boyfriend has been gone a while now and our frisky lady is starting to suspect his motives


They're all laughing now but I'll get my revenge

As night turns to morning she realises she's been tricked by her man and his mates



She thinks how she's always the target for other people's pranks and decides this is the last straw

GAMECUBE tech demo. Mario's brother Luigi finds himself trapped by some pretty amazing looking ghosts – look at the expression on his face

GAMECUBE tech demo. *Metroid* is back – hurrah! Nintendo are rolling out all their biggest stars for their most powerful machine

GAMECUBE tech demo. *Pokemon*. Well, you didn't think there'd be a new Nintendo machine without these guys getting involved did you?

GAMECUBE tech demo. *Zelda*. Go on, look at it, LOOK AT IT!!!!!! Doesn't it just make your eyes bleed with its graphical greatness. Bring it on!

THE FULL LINE-UP SO FAR

OK, so all the GAMECUBE stuff we've seen to date has only been demos. *Zelda*, *Mario*, *Pokémon* and *Metroid* games are dead certs, though they've yet to be confirmed by the Big N. What has been confirmed is a *Wave Race* game. Meanwhile, Advance already has some strong titles confirmed as well as some more obscure ones, including: *Mario Kart Advance*; *F-Zero*; *Golden Sun*; *Silent Hill*, *Golf Master*, *Ougon Notaiyou*; *Pi-Binobouken*; *Rock Man EXE*; *Wai Wai Racing* and *Momo Taro Matsuri*, *Wario Land 4*; *DropZone*; a multiplayer *Bomberman* game; *Castlevania: Circle of the Moon*; *Monster Breed GBA*; *Tactics Ogre Gaiden*; *Fire Emblem*; *Star Communicator*, *Kuru Kuru Kururin*. Given Advance's compatibility with GAMECUBE, a *Pokémon* game is also a cert.

CVG RECKONS

We haven't forgotten the N64 tech demo fiasco, but we're VERY excited about what we've seen from GAMECUBE and GBA already. Food for thought for anyone feeling let down by Dreamcast or under-excited about PS2. If the games are half as good as the appetisers above, Nintendo will win over another generation of players.

■ All formats
EA have confirmed that they have snagged the rights to the books and movie versions of all things Harry Potter. Bullfrog (*Dungeon Keeper, Syndicate, Populous*) will be responsible for developing the new games.

■ PlayStation 2
The man behind *System Shock 2* is working on *The Lost* for PS2. It's a survival horror epic featuring a new female star called Amanda. We should have pictures for you next month but apparently it's shaping up to be awesome.

■ Dreamcast
Bad news guys, developers are starting to abandon the DC. Codemasters have announced that they have canned *Colin McRae 2* while Interplay have nixed *Baldur's Gate* and *Messiah*. Argonaut, the team behind *Red Dog*, have also canned any further DC development. Oh dear.

■ PlayStation 2
Acclaim have got two PlayStation 2 titles up their sleeves that they should have ready before Christmas for release in the UK. *RC Revenge Pro* is a remote control car racing game while *Super Bust-A-Move* is the latest update of the smash hit arcade puzzler.

■ Dreamcast
And now the good news. Infogrames have announced that *Independence War 2*, a rollicking PC space war epic is indeed in development for DC and will be completed and released soon.

■ N64
Zaxxon-style shoot 'em up *Viewpoint* is back, this time called *Viewpoint 2064* and for the N64. Should hit the UK early 2001.

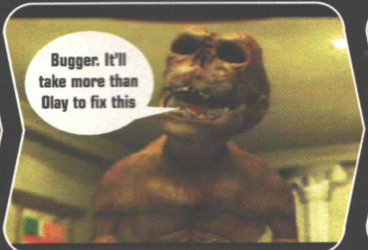
■ X-Box
Climax have announced two new titles for X-Box that'll also appear on PS2 – *Stunt Racer* and *Title Defence*. Unsurprisingly, we're talking racing and boxing.

Gaaaaah! Rah!

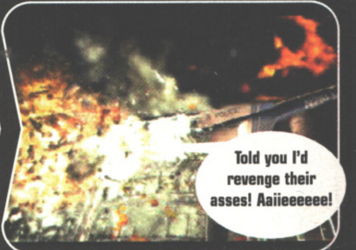
And she considers taking some serious action: her local NRA group meets just down the road

Ngh! What's going on?!

But the normally sweet girl's body simply can't cope with these intense rageful feelings



And the uncontrollable anger completely takes her over...



...and she explodes messily, taking out her entire neighbourhood, killing her mates and boyfriend

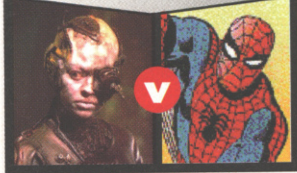
SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug ugly mug and you could win a luuuverly Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan 227. Winners will be announced in Win This Lot Now!.

In last issue Dan was on page 9

VIDEOGAME DEATHMATCH



THE CONTENDERS

Seven of Nine Vs Spider-Man

Name	Seven	Spider-Man
Weapons	I-MOD	Web Fluid
Loved	By everyone	By comic book geeks
Hates	The Borg	Bug spray

THE FIGHT

Spidey swoops in from the ceiling on a blob of web fluid but Seven steals his thunder by beaming right into the middle of the ring. Spidey fires his sticky web at Seven, but obviously hasn't done his homework as the ex-Borg freak quickly adapts to the fluid, which has left a nasty stain on her uniform. Seven whips out her I-MOD – it's an illegal weapon, but she's part alien and he's a bloke in fancy dress so the rules have gone out of the window. Spider-Man's Spidey senses go off and he leaps clear of Seven's beam, delivering a crushing double kick – she's stunned and while she looks for her eye piece he gums up her face. Good shot Spidey, Seven is blinded and easy to finish off, so he covers her head-to-toe with webbing. A technical knockout.

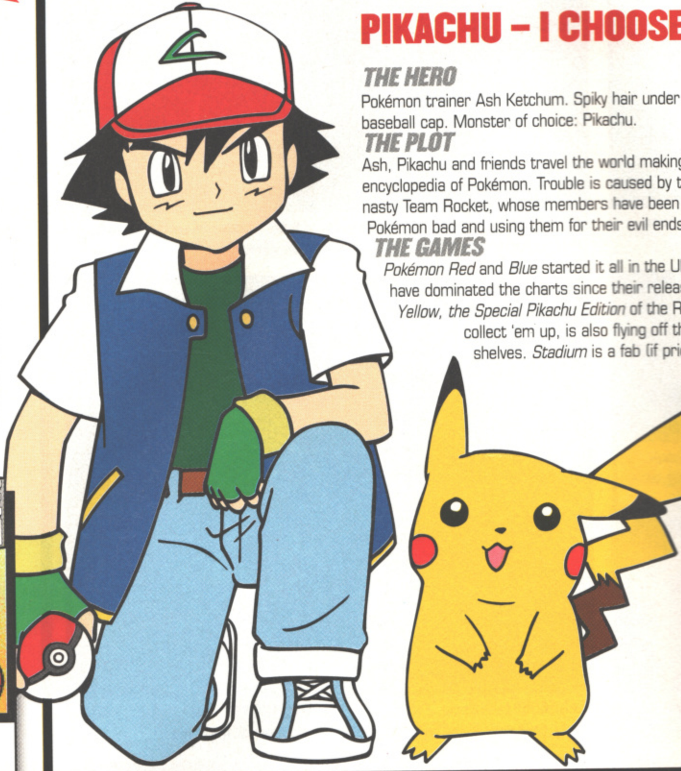
THE WINNER

Your friendly neighbourhood Spider-Man

“AND THERE GO

IT'S THE QUESTION THAT'S POLARISING PLAYGROUNDS COUNTRYWIDE: DO

We all have our faves. *Quake 3* versus *Unreal Tournie*, *GoldenEye* versus *Perfect Dark*, *Final Fantasy* versus *Vagrant Story*. The battle over which game is top dog is always fierce, but never more so than among Pokémaniacs and Digimon fans. It's not just a games thing – with telly shows, movies, card games



PIKACHU – I CHOOSE YOU!

THE HERO

Pokémon trainer Ash Ketchum. Spiky hair under baseball cap. Monster of choice: Pikachu.

THE PLOT

Ash, Pikachu and friends travel the world making an encyclopedia of Pokémon. Trouble is caused by the nasty Team Rocket, whose members have been turning Pokémon bad and using them for their evil ends.

THE GAMES

Pokémon Red and *Blue* started it all in the UK and have dominated the charts since their release. *Yellow, the Special Pikachu Edition* of the RPG collect 'em up, is also flying off the shelves. *Stadium* is a fab (if pricey) companion piece and *Snap*, *Pinball* and proper sequels *Gold* and *Silver* are all coming soon. Plus there's the huge trading card craze.

THE SHOW

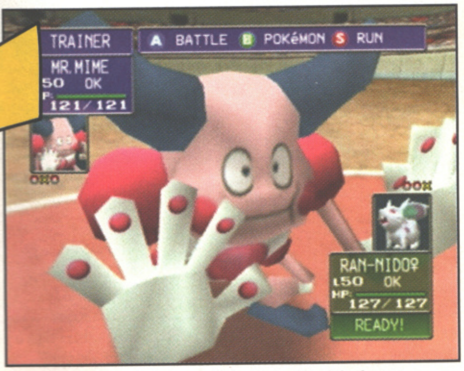
It's cheesey, but we love it. More like a slide-show than a proper cartoon, the ongoing saga will keep you hooked. Even through the dodgy bits.

THE MOVIES

One down, many more to go. Just as number two comes out in the US next year, number three hits in its home country, Japan.

APPEALS TO

Hardcore monster-trainers. Pokémon is not to be taken lightly and for those who play, it is truly a way of life.



The gloves are about to come off for the battle of the beasts

UK PS2 LAUNCH SLIPS

TO NOVEMBER 24TH. YOU ALL KNOW THAT BY NOW, BUT WHAT DO PLAYERS THINK?

ES THE BATTLE”

YOU POKE OR DO YOU DIGI? ONE CVG GUIDE...

WORDS & SCREENSHOTS
LEE SKITTRELL

and massive merchandising clout, we're talking a battle royale between two phenomena. So which side should *you* be on? Our instant guide should help you choose sides...

DIG THOSE DIGIVICES

THE HERO

"Tai" Taichi Hamiya. Spiky hair under his goggles. Monster of choice: Agumon.

THE PLOT

Tai, his buddies, and their Digimons have been called upon to cleanse DigiWorld of Digimons turned evil by the Black Gears and defeat the Ultimate Evil Digimon, called Devimon.

THE GAMES

So far a US release of *Digimon World* – a superb RPG style adventure – on PlayStation, but it's heading to our shores in time for Christmas. There's a trading card game too and don't forget the handheld keychain versions where you can battle with mates' monsters.

THE SHOW

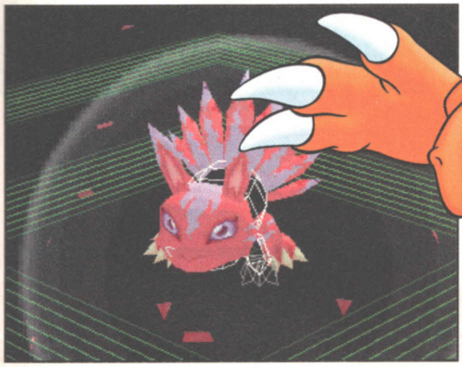
Slightly better animation than Pokémon but in a similar strange style. Battle scenes are vicious.

THE MOVIES

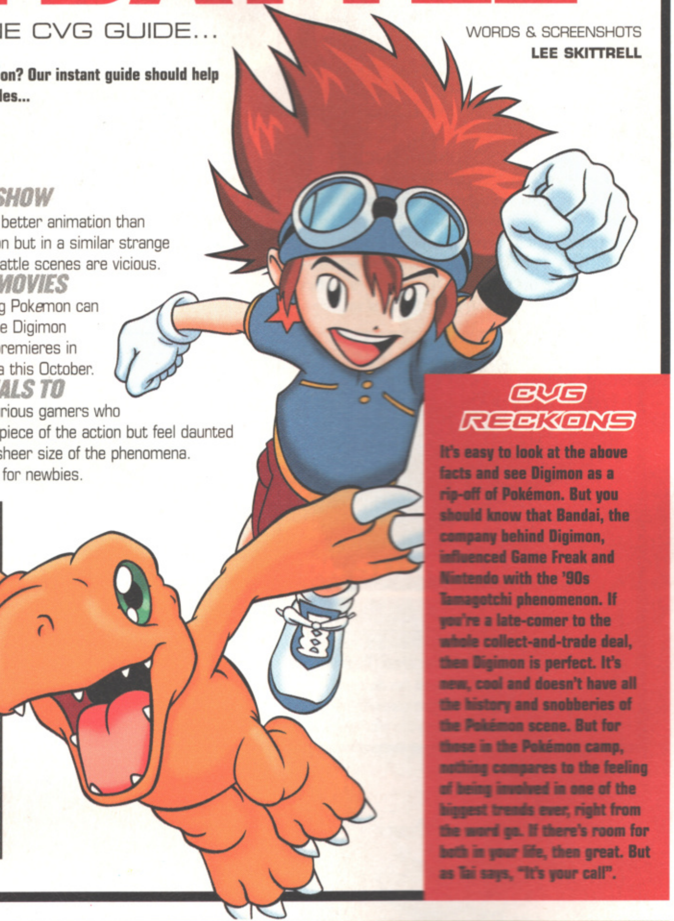
Anything Pokemon can do... The Digimon movie premieres in America this October.

APPEALS TO

Poké-curious gamers who want a piece of the action but feel daunted by the sheer size of the phenomena. Perfect for newbies.



Digifans say their game's just a natural evolution of the genre



CVG RECKONS

It's easy to look at the above facts and see Digimon as a rip-off of Pokémon. But you should know that Bandai, the company behind Digimon, influenced Game Freak and Nintendo with the '90s Tamagotchi phenomenon. If you're a late-comer to the whole collect-and-trade deal, then Digimon is perfect. It's new, cool and doesn't have all the history and snobberies of the Pokémon scene. But for those in the Pokémon camp, nothing compares to the feeling of being involved in one of the biggest trends ever, right from the word go. If there's room for both in your life, then great. But as Tai says, "It's your call".

IN AUGUST Sony officially confirmed the UK launch of PS2 has slipped from the end of October to November 24. What's more, Sony's earlier decision to only sell the next-gen console through a first-come, first-served pre-order system has been changed too. Now only a limited number of players will be allowed to pre-order systems. Just how many that is wasn't clear when CVG went to press, but rumours of 50,000 to 100,000 abound. Which could mean there'll be a scramble come the day pre-orders open. Which has also changed, from mid-August to September 7. The whole sorry episode could have been quietly brushed under the carpet except for one important thing – the players. Many of whom definitely had something so say...

■ "Personally I wouldn't give a damn if they delayed it until late 2001 because there are no decent games until then anyway." – Matt Wood

■ "What's to say that delays are a bad thing? The release of PS2 in Japan was an immense success, that was until problems were found relating to the DVD and memory cards. Sony's delayed release in the UK might give them a chance to ensure we don't end up suffering the same faults." – Nick Gillham, Aylesford, Kent

■ "The delay will give me enough time to save up the £300 I need. If it hadn't been put back I would have stood no chance of having the money on time so I wouldn't have pre-ordered." – Stuart Jackson Northampton

■ "We've been waiting for ages, so a one-month delay doesn't make much difference. I hope it gives developers that bit of extra time to tweak games or maybe get more games in for launch." – Nick

■ "Sony have gone way too far this time. I've had enough. £300 quid? Delayed 'till November? Sorry Sony, you ain't milking me and making me wait again. I'm not buying." – Edd Jones

■ "We Europeans always get screwed over! We have to pay more and wait longer for almost everything, whilst those spoiled American buyers are complaining over the pretty low sum of $299. We have to pay £299 and wait a month longer. It's not fair." – Jon, Norway

■ "I think people have been far too critical of the PS2, and Sony's so-called mess ups. Is the PS2 delay really worse than N64, Dolphin or Game Boy Advance? I don't think so." – Andrew Davis, Beckenham, Kent

■ "It really is taking the piss to ask for deposits so early with apparently no real promise of delivery on Day One and without a good launch games line-up. This situation is so different to the original PS launch that it seems like a different company is behind it." – Jonathan Leech

■ "Big deal. It'll be the best system ever." – Saiyanjin

■ "I want a PS2 as soon as possible. I have the money waiting. The delay sucks, but so does the idea of pre-ordering." – Sam Mcdonnell, Norfolk

■ "As deputy manager of a games shop, I'm very angry at Sony because I will have to explain to Mr & Mrs Joe Bloggs why their little Timmy won't be getting one for Christmas, due to the severe stock shortages. If Sony aren't very careful, this whole thing could go very wrong for them and play into Sega's hands." – Dominic Matheson

■ "Delays? This always happens, Sega fed us some rubbish about the online network not being ready, Sony is suffering from high demand – yeah, from America." – Ben Gallagher, Warwickshire

CVG RECKONS

Sony's official explanation is that supply issues have caused the delays. They'll not have taken the decision lightly, and all will be forgiven and forgotten if PS2 rocks. Let's hope it does.

computer and video
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■ X-Box
Matt Groening, comic and animation legend behind The Simpsons and Futurama, has confirmed the latter for next-gen consoles. X-Box and PS2 are being tipped as the primary candidates to get the game, and fans of the respective consoles should rejoice. Futurama is widely regarded as a work of animated genius, charting the exploits of Fry, a hapless hero jettisoned a thousand years into a warped future.

■ **PC**
LucasArts, together with *Baldur's Gate* developer BioWare, are to team up to bring an RPG based on the Star Wars universe to PC and next-gen consoles. Set 4000 years before the events in Episode 1, the game promises an entirely new storyline complete with new worlds, new characters and a new conflict. Jedi and the evil Sith – represented by Darth Maul in the latest movie – are at the centre of the game, so expect all the traditional light sabre action.

■ PlayStation 2
The two men behind the original Lara Croft game that made her such a star are looking at taking their next project, *Galleon*, to the PlayStation 2. Look for the game on PC next year and on PS2 later.

LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

The kids are back at school and the Prof's lab is needed to teach science classes. The marathon peripheral testing sessions have been relocated from the grand laboratory to a disused potting shed next to the allotments. Luckily, there's lots of good stuff this month to cheer the Prof up.

DC-16 MEMORY CARD

For Dreamcast £39.99

This is effectively 16 DC memory cards in one, and you flick between them by pushing a button. It's probably all the save storage you'll ever need, and you can link it to a PC to download saves off the Net. Well worth the money. ★★★★★

ACTION REPLAY CDX

For Dreamcast £29.99

Lets you use cheats to unlock stuff in your DC games and gives you a free VM to store them on. It also lets you play import games on your DC without a chip. The makers don't advertise that last bit, but that's why it scores a five. ★★★★★

SURFBOARD

For Dreamcast £19.99

It's easy to spot a DC email – they're full of typos and bizarre spaces all over the shop. Take away the pain with a keyboard. It's all we do all day whilst our CVG droids write the magazine. This one's light, looks nice and does the job. ★★★★

SHOCK2 ANALOG CONTROLLER

For PlayStation £14.99

If you lined up all the different types of third-party PlayStation pads end to end, they'd reach to the moon. Probably. This pad has something different to offer in that it lets you play Negcon games via the two sticks. Cool but a bit big. ★★★

COOL-ICAM DIGITAL CAMERA

For PC Windows 98 £79.99

Super-small and super-good piece of digital camera kit. Lets you take digital piccies, make mini-movie clips, and even indulge in some webcam action. Great graphics package included. Good quality stills too. ★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What's the launch date of PlayStation 2?
A This year
B Next year
C Some time, never

2 Why does CVG reckon Dreamcast is great?
A "Because it's Sega. Nuf said"
B "It's easy to make games for"
C "Because it has a nice logo on the top"

3 What DC game, do we reckon, is actually worth playing online?
A *Wacky Races*
B *Chu-Chu Rocket*
C *Starlancer*

4 Who answers your gaming questions in What You Need To Know?
A The Blasters
B The Masters
C The Disasters

5 Who was bitten by a radioactive spider?
A Peter Parker
B Clark Kent
C Bruce Wayne

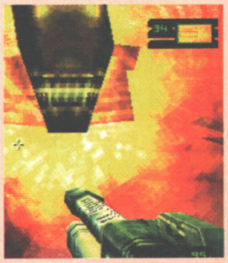
6 What did *Alien Resurrection* score?
A Less than Turok 3
B More than Turok 3
C The same as Turok 3

7 What's the job of the character you play in *Mr Driller*?
A A DIY fanatic
B A miner
C A carpenter

8 How big is the cool widescreen TV that CVG is giving away in this issue of the mag?
A 2-inch
B 26-inch
C 28-inch

9 What city can't you access straight away in *Driver 2*?
A Rio
B Wrexham
C San Francisco

10 What game is this truly smart screenshot from?
A *Spider-Man*
B *Alien Resurrection*
C *Turok 3*



LAST MONTH'S ANSWERS

Wanna know if you mastered Issue 226's quiz? Check below to put yourself out of your misery. The winner's announced in the mag, so please ring us to ask. Ta very muchly.

1 B Dreamcast
2 A 3
3 B 80,000
4 A Bunny
5 B Pink
6 B An Ambassador
7 C *Power Stone 2*
8 B September
9 B JC Denton
10 B *Plasma Sword*

The winnr to Issue 225's quiz and cash to blow on whatever they want is...
Keith Parker, London

IT'S EASY TO ENTER

Post to us at: Win Some Money 226, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: October 11, 2000. So hurry up.

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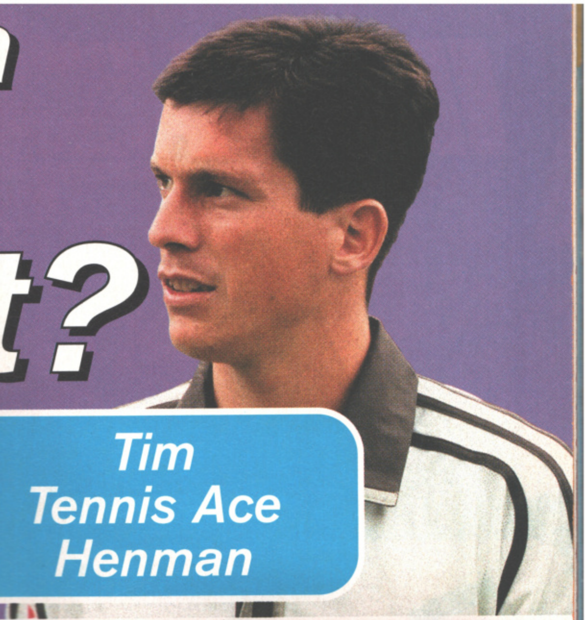
Are you a good sport?

Natasha Atomic Kitten

Vs.



Tim Tennis Ace Henman

WE PUT EVERYONE'S FAVE FLAME-HAIRED POPSTREL AND THE COUNTRY'S TOP TENNIS PLAYER ON THE SPOT - BUT WHICH ONE WOULD YOU WANT ON YOUR TEAM? GET READY FOR SOME NAIL-BITING CHOICES!

If you lost a game, would you shake the other team's hands?

1

Natasha There's nothing worse than a sore loser acting like it's the end of the world. I'd shake hands even if I was gutted.

Tim Yes, of course, I would always shake hands.

If you could cheat without anyone finding out, would you do it?

2

Natasha It could be really tempting but I wouldn't do it (honest guv!) because I'd want to know that I'd achieved something with all my own efforts - fair and square.

Tim No, I am not into cheating and no one should ever be.

If you could pay £5 to be on the school team, would you do it?

3

Natasha They should be paying me to play on the team! Ha! Ha! Ha! Seriously though I'd just feel a fake if I had to pay my way onto a team.

Tim No I wouldn't as I like to earn my place and if I wasn't good enough to be on the team then I shouldn't be on the team.

If you saw someone being bullied, would you grass the bully up?

4

Natasha Without a doubt! I don't see that as grassing someone up - bullies are well out of order for making people's lives a misery. I would always do something about it.

Tim Definitely. It's better to make sure that kind of thing doesn't happen again than let it go on.

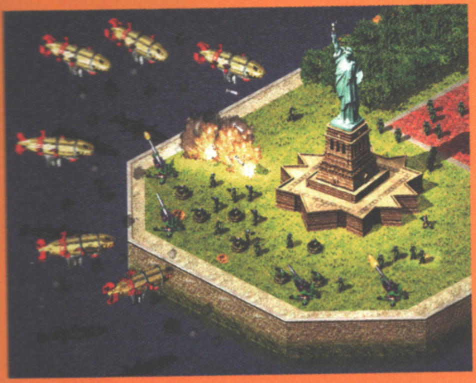
WE SAY Sometimes the choices you make can be as important as the result! Fruit Shoot is a new way of drinking for a new way of thinking – but how differently do YOU think? You've heard their answers – who do you think wins game, set and match?!

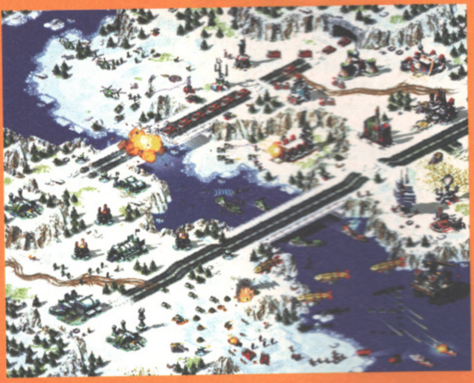
Fruit Shoot is a refreshing fruit drink from Robinsons, available in two fantastic flavours!

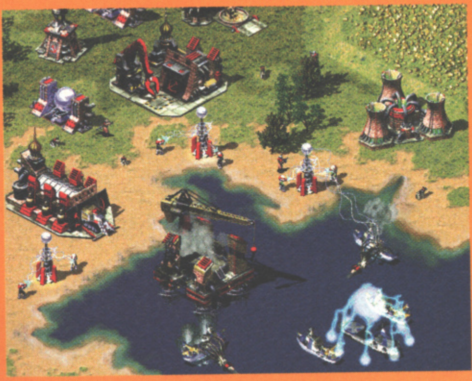
New Thinking – New Drinking.

ROBINSONS
FRUIT SHOOT
WITH ADDED VITAMIN POWER
Orange and Peach
ROBINSONS
FRUIT SHOOT
WITH ADDED VITAMIN POWER
Blackcurrant and Apple

BACK







IN BED WITH THE REDS

ATTENTION, COMRADE! WESTWOOD'S LATEST RTS MAY BE MORE INNOVATIVE THAN IT LOOKS

WORDS & SCREENSHOTS**PETER WALKER**

RED ALERT 2

*OUT***OCTOBER***FORMAT***PC**

Let us read your mind. You're thinking *Command & Conquer: Red Alert 2* looks kind of familiar. You reckon it's probably got a bunch of new units and tweaked features but suspect that if *Tiberian Sun* was *Command & Conquer 1.5*, then *Red Alert 2* is really going to be *Red Alert 1.5*. You'd bet that it's much the same top-down, real-time strategy deal as all the *C&C* games. Uncanny eh? So how come we know what you're thinking? Because that's what anyone who knows any of the earlier *C&C* games is thinking after looking at the screenshots – including us. Yeah, the graphics look a little crisper, and isn't that a famous American landmark in one of the battlemaps? But surely they're just going to turn out another predictable, solid RTS that'll sell like stink because it's got the Westwood logo on it but does nowt new in terms of gameplay? Well, just hold your fire there – this time out we're all being a bit *too* sceptical.

NEED FOR SPEED

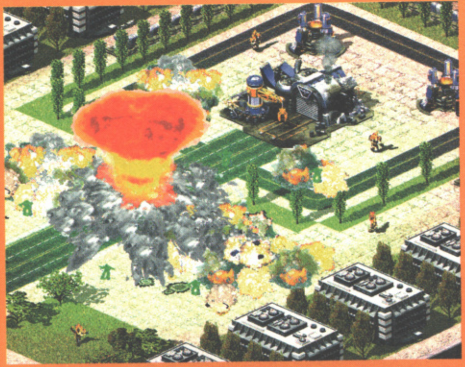
Old *C&C* heads will remember ads for the first game showing an American kid eating junk food while playing what looked like the most manically fast strategy ever (back then). Half a decade later, and *C&C* games take a slagging for being too slow, protracted and predictable: build big base, manage resources to construct huge army while fending off enemy attacks, then (usually several hours later), send 'em all in to shred the enemy in one massive, devastating blow. You could increase all *C&C* games' speed, but a lot of players found the default setting was as quick as they could manage while keeping a grasp of the resource management, tactics and the fighting itself. Which meant the problem really rested with the gameplay itself – though millions of players worldwide actually preferred the games that way or loved them in spite of it (*Red Alert* came in at Number 13 in CVG readers' Best Games of All Time).

AND YOUR POINT IS?

Westwood seem to want *Red Alert* to be closer to the spirit of those old *C&C* ads without the action feeling out of control. They've accepted that some players prefer their RTS fodder shorter, with less emphasis on laborious resource management and for the upper hand to switch constantly mid-battle, making for a more frantic strategy experience. And how do you do this? Seriously mess with the weapon balancing for starters, and force players onto the attack from early on. Now don't go thinking they're turning all *Z* (or *Z2* for that matter) – the changes aren't that drastic, and you still feel firmly in charge. The gameplay just seems that bit more frenetic and immediately engaging – something *Tiberian Sun* was sorely missing.

NUKES THAT REALLY NUKE

The Soviet nukes from the original *C&C* are back, but this time they're totally devastating – they can wipe out an entire base underneath one huge mushroom cloud and irradiate the entire area so nothing can be built there. Most importantly, you get several minutes advance warning of a nuclear strike, which means you're forced to attack, build the world's quickest second base or die. The Iron Curtain invulnerability power-up returns too – only now you get to apply it to whole brigades of tanks, which makes for base-destroying attack potential. Or if you're the Allies (*Red Alert*'s equivalent of *TS*'s GDI), you get to control the weather. Remember the Ion Storms from *Tiberian Sun*? Times the power of those by ten and focus it on an area the size of an enemy base, and you won't have to bother watching the Perfect Storm again. Then apply that into single player, and we're talking a faster experience with much more structured (and potentially linear) missions. If you know nukes are arriving in ten minutes, you can't just sit in your base quietly for hours fighting off attacks while assembling a huge army. And in multiplay there's real potential for spectacular reversals of fortune. Got your mate on the run? Suddenly you've got just minutes to finish him off or *you're* the loser.

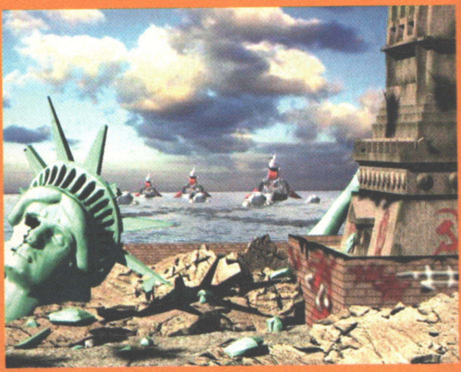


BUT IT LOOKS...

Yes, inevitably first impressions are that *RA2* is much the same (security is so tight that Westwood wouldn't even let us take new screenshots). *C&C* veterans will be right at home with the usual base-building trees that unlock to access the heavy-hitting facilities and units, though a tweaked interface makes it easier to get to the unit-building buttons. These buttons finally now have unlimited queues so you're no longer continuously returning to them to ensure a steady flow of units, giving you more time to concentrate on more important things. But then you notice that not only do your Harvesters have gun turrets to protect themselves, they also teleport back to base once they've got a full load. All of which means you spend less time worrying about getting resources, and *RA2* games are less likely to end in the irritating 'he's destroyed my harvesters and I can't create any new units' scenario.

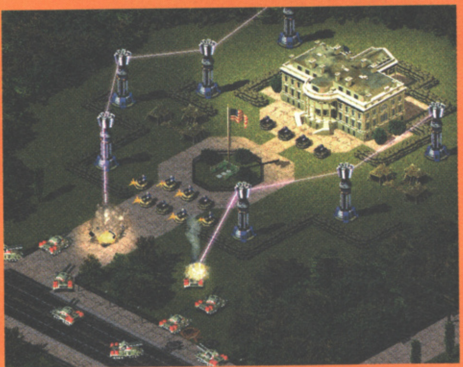
FAT AIR BALLOONS

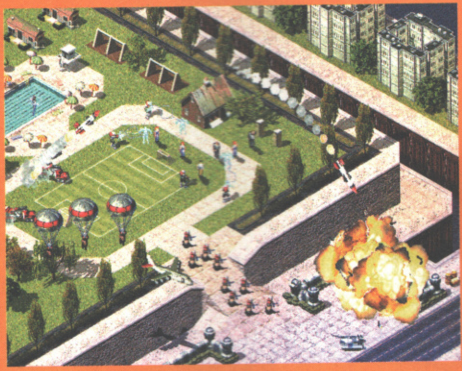
This time there's more of a Jules Verne feel to the game world graphically, with contemporary-style jets mixing it with blundering old Zeppelins. Westwood tell us only a third of the *TS* game engine remains the same, with another third improved and the final third all new. Frankly, we can't tell which bits are which, but at least they're not even pretending to go down the psuedo 3D line. On the unit front, since this is the *Red Alert C&C* franchise, Westwood aren't planning to carry burrowing units over from *TS*, which was that game's most significant tactical innovation. Instead, you get land, air and sea (as per *RA1*). Cue paratroopers, naval yards, squid units that wrap themselves around enemy ships in a 20,000 Leagues Under The Sea kind of a way, infantry units that can dig in to create defensive bunkers or jump into civilian buildings to create strongholds. Oh, and of course Crazy Ivan commandos return, along with a certain busty femme fatale. We also have it from a reliable source that *RA1*'s steamy bedroom scenes are back in too.

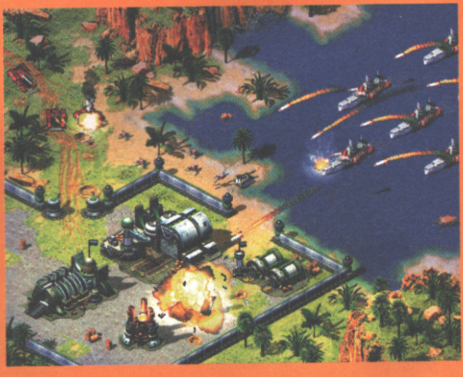


NUKE THE WHITEHOUSE

Did we forget to mention the plot? Afficionados of the original *C&C*, where Kane executed his deputy for secretly planning to invade the US, will appreciate that *RA2* opens with a massive Soviet invasion of the good old US of A. 'Bout bloody time too, we say. Famous American landmarks like the ruins of the Statue of Liberty appear on the maps as well as a few from around the globe. So you really will get a chance to nuke the Whitehouse. All the *TS* multiplayer functions seem to be in there, along with random maps, online support using Westwood's servers and a quick game option that lifts the shroud over the map so you can tailor your tactics sooner. Oh, and online may now have up to eight players in a game. The code we've been playing is far from finished (we didn't see any waypoint system but that may be intentional) and we haven't had enough time with it to work out just what impact on the gameplay all the new units and innovations to old ones are likely to have. And while we like what we've seen of the gameplay innovations, we suspect *RA2* won't be different enough to escape the usual cries of "C&C clone!" But we're more excited about what we've seen of *RA2* so far than we were about *Tiberian Sun*.







C&C CONFUSION

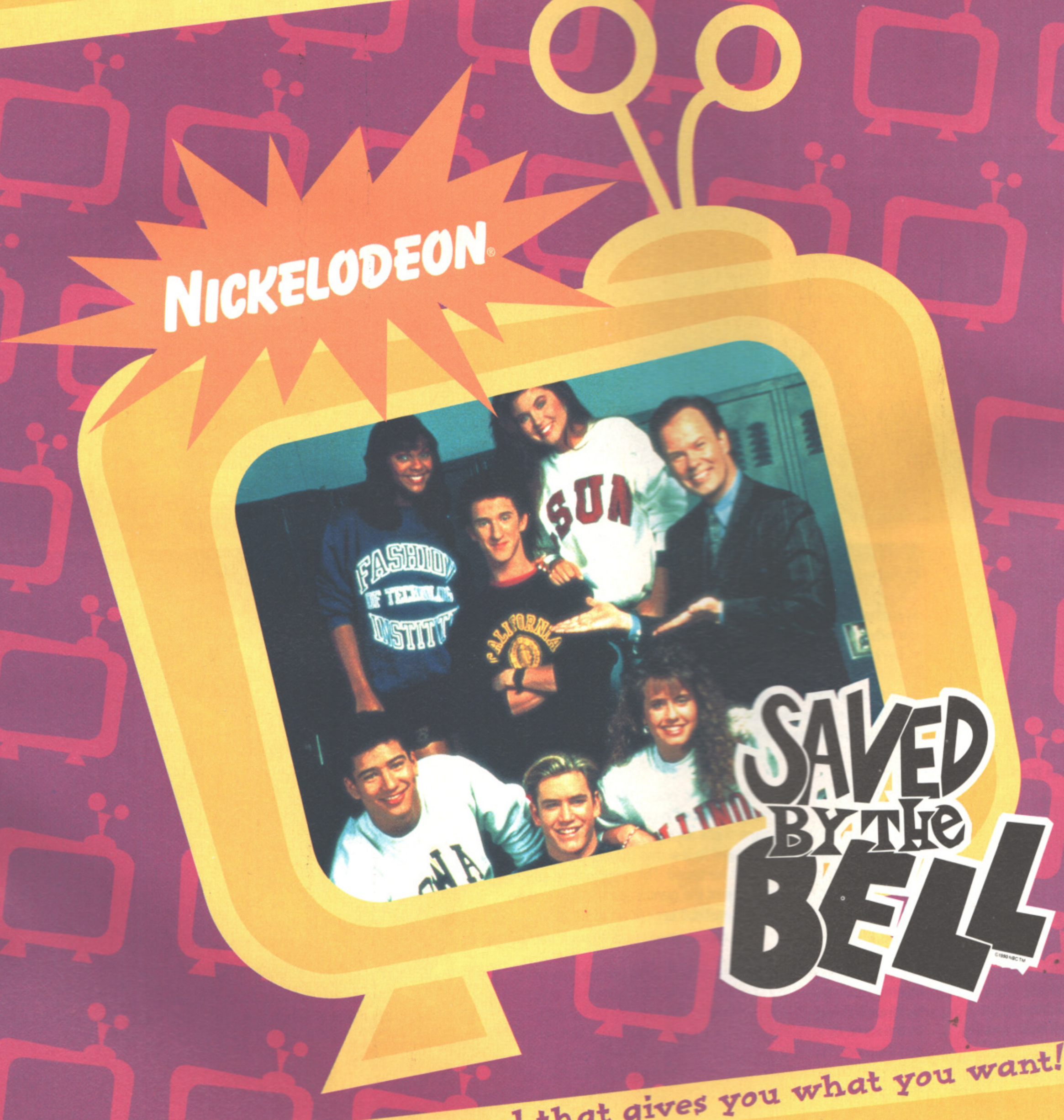
What the hell is going on with the *C&C* franchise anyway? First came the groundbreaking *Command & Conquer*, which had a trailer for *Tiberian Sun* that would have convinced anyone the sequel was going to be some sort of first-person thang. But instead they went and released a prequel first – *Red Alert*, which created an alternative Tiberian reality. Then they announce *C&C Renegade*, a tactical FPS based in the original *C&C* world (due out early next year), and when *Tiberian Sun* finally arrived last year we all scoffed when they tried to convince us it was a little bit 3D. Not to mention the three extra mission discs. And now there's *Red Alert 2*, the sequel to the prequel to the original *C&C*. Aaargh! Westwood have cleared up the confusion by telling us they've split the *C&C* franchise into three – the *Tiberian Sun* games, *Red Alert* games and then *Renegade* titles. Logically, if the last two branches currently have games in the wings, then there must be something new being worked up for strategy freaks who preferred the original *C&C*. But Westwood aren't saying a thing. Dammit.

CVG RECKONS

If all goes right RA *might just give us some of the much needed gameplay innovations that* Tiberian Sun *failed to deliver. Kane be with us, we'll be reviewing it next issue.*

END

New to Nick!



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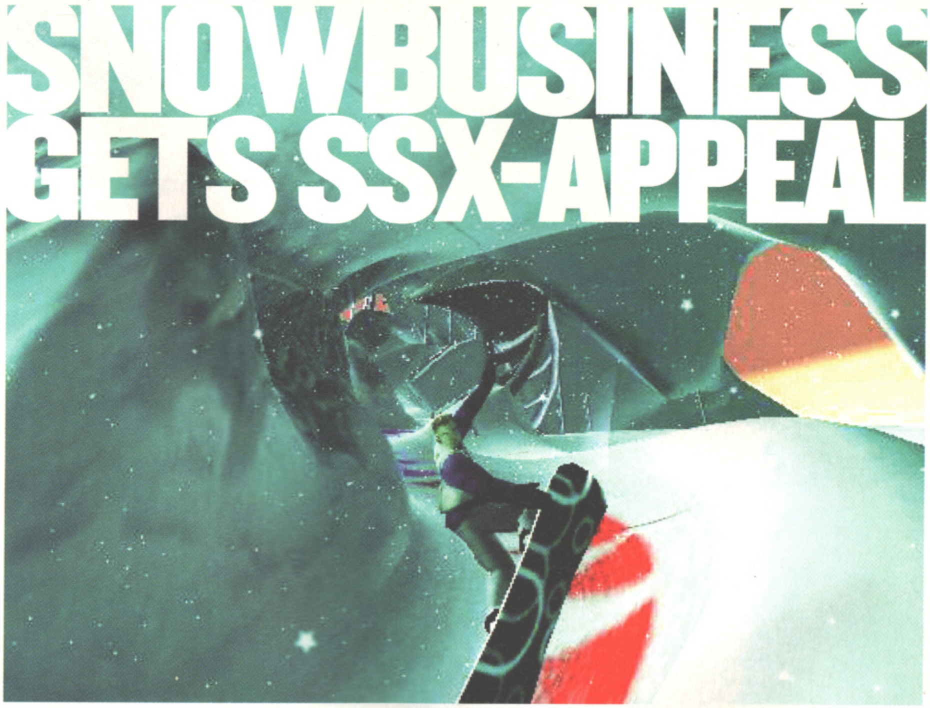
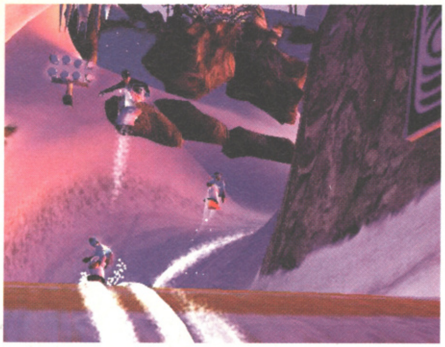
SNOWBUSINESS GETS SSX-APPEAL

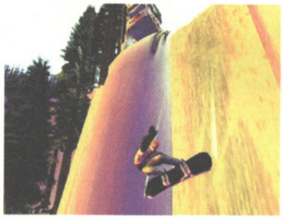


FORGET THE ROCKIES AND THE ALPS, THE BEST SNOW IS ON PS2

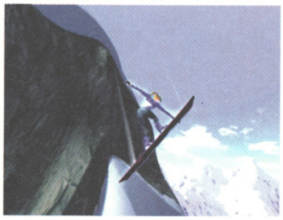
WORDS & SCREENSHOTS **LES ELLIS**



The dusk lighting effects are as lush as they come. You get to race in all kinds of conditions including at night under floodlights



Come off the track at the wrong time and you will be in serious trouble



From the sky to the backdrops to the riders themselves – it all looks amazing

X-TREME RACING SSX

OUT **NOVEMBER** FORMAT **PS2**

At last we have seen a PlayStation 2 game that leaves us foaming at the mouth and gibbering in the realisation that PS2 may be worthy of the hype surrounding its power after all. It's not just a port of a PC game with some nice shiny graphics, it's not some pointless update that offers little over a previous game – it's a title built completely from scratch that manages to produce one of those jaw dropping experiences we were all promised with PlayStation 2.

BELIEVE THE HYPE

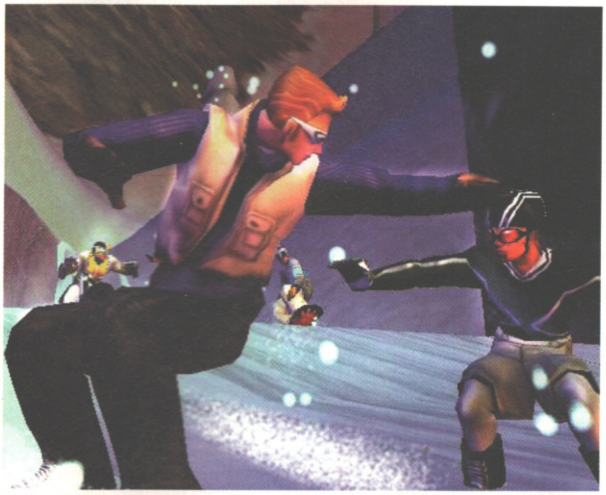
The first thing you will notice is that it looks good. Damn good. This stuff isn't FMV or any trickery, it's pure in-game graphics. It really does look this good. Combine these spot-on visuals with breathtaking speed and you begin to feel that maybe, just maybe, the PS2 *is* actually as good as we hoped. The graphics are so lifelike that when you take some of the giant leaps that are in here, you almost get vertigo before you thud back down to earth.

TRICKY

The five modes of racing cover everything from competitive sprints against opponents to out and out showing off on the trick stages. But even the sprints involve knocking other racers off their 'boards, at the same time as doing ridiculous stunts, catching serious air and searching for time-saving shortcuts and secret paths. The stunts can be anything from a bit of a twist to somersaults that leave you cringing as the ground comes up too quickly.

WOW

This has got loads of stages and features to give the game more depth than the likes of *Cool Boarders* could even dream of having, while boasting a control system that makes all the tricks and moves feel as natural as walking down the street. It's going to be ready for the launch of the PS2 in November, and will be one of the few must-have titles for quite a while by the looks of it.



The detail in the riders is untrue. You can almost see the change rattling in his pockets

CVG RECKONS

This has visuals the likes of which we've not seen in a videogame before. The first truly stunning thing we've seen on PlayStation 2. Nuff said.

END

BE A LOONEY SPACE ACE

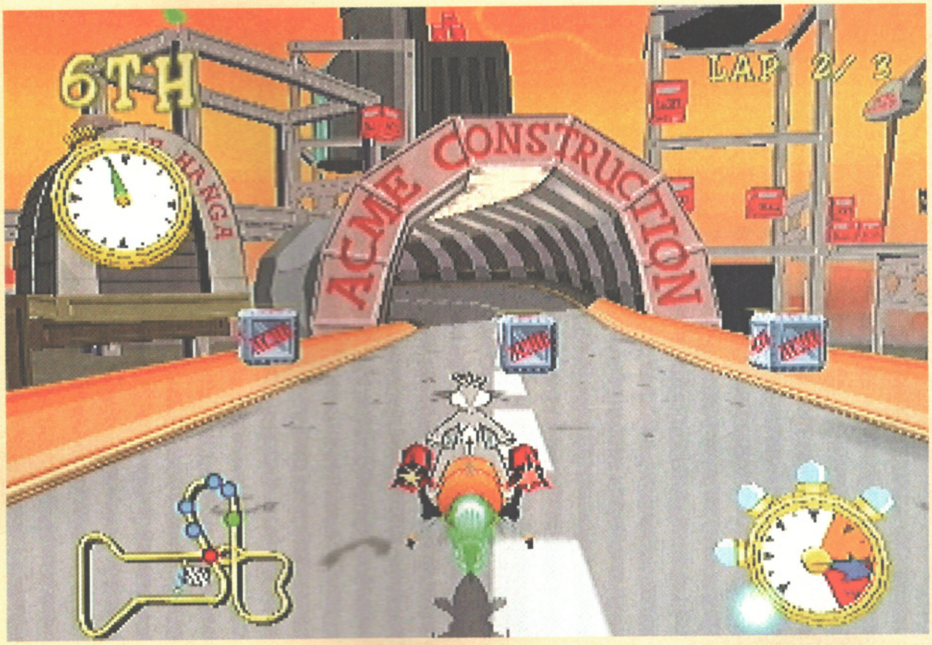
WITH ANOTHER SUPERB RACER ON THE WAY IT'S A CASE OF 'THAT'S NOT ALL FOLKS' FOR DREAMCAST

WORDS & SCREENSHOTS **LEE SKITTRELL**

LOONEY TUNES SPACE RACE

OUT **OCTOBER** *FORMAT* **DREAMCAST**

Cartoon racers based on a hit license are ten-a-penny. We all shrieked in horror at the prospect of *Star Wars Bombad Racing* and you can't read about a new cutesy racer without finding the words 'Mario', 'Kart' and 'inspired by' in the text. If we're all so tired of them then why do we love them so? Because done well they can be the ultimate in videogaming pleasure – perfect in single player and magic in multi. And *Looney Tunes Space Race* looks like it's been done very well indeed.

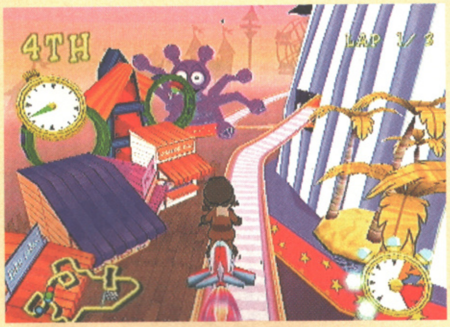


MEEP! MEEP!

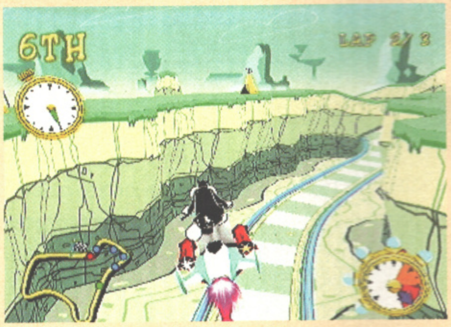
Each of the Warner Bros favourites in the game rides on a jet-propelled rocket. The space setting allows for some truly fantastic courses but strangely for a cartoon racer the design and graphical style is a lot more *F-Zero* than *Mario Kart*. The courses dip and bend savagely, making for big giggles as Bugs and Co wriggle about on their rockets. Stray away too far from the track and your racer will plummet into the void in true comedy fashion. Trackside detail is incredible. The course set in a space-age theme park, complete with roller-coaster and crazy golf course, has to be seen in motion to be believed.

COMEDY BLACK HOLE

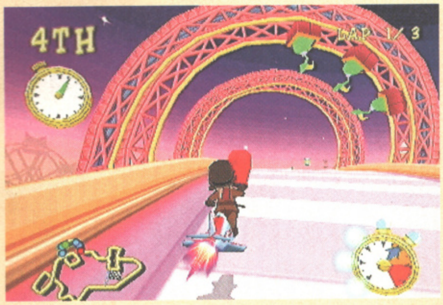
Another winning factor in the *Space Race* formula is the inclusion of authentic, ACME brand power-ups and weapons. You can smack up Sylvester with the classic extendo glove, or crush the opposition with The One Ton Weight or the mighty Pachydermus Pinkus (that's pink elephant to you and me). The weapons are contained in special ACME crates dotted about the tracks along with speed boosts and other gubbins.

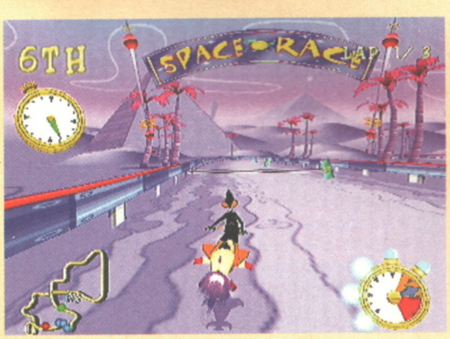


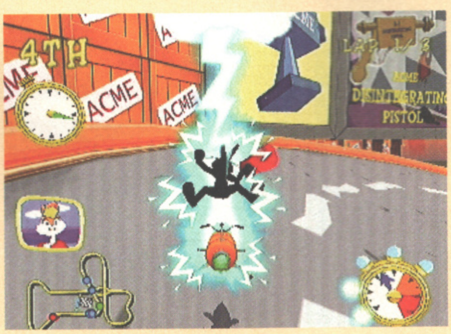
Better than the Nemesis at Alton Towers – and a whole lot prettier



Sylvester clings on for dear life through the railway canyon







PS2? WE LAUGH AT YOU

Space Race captures the feel of Warner Bros cartoons perfectly. Authentic speech and sound effects with the faithful graphical style make you feel the warm caress of nostalgia while the game's still a hoot in its own right. This is another reason not to write off your Dreamcast in the wake of PS2 fever just yet.

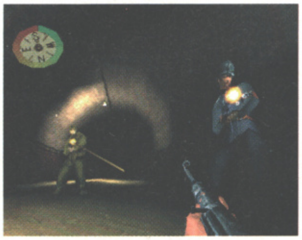
CVG RECKONS

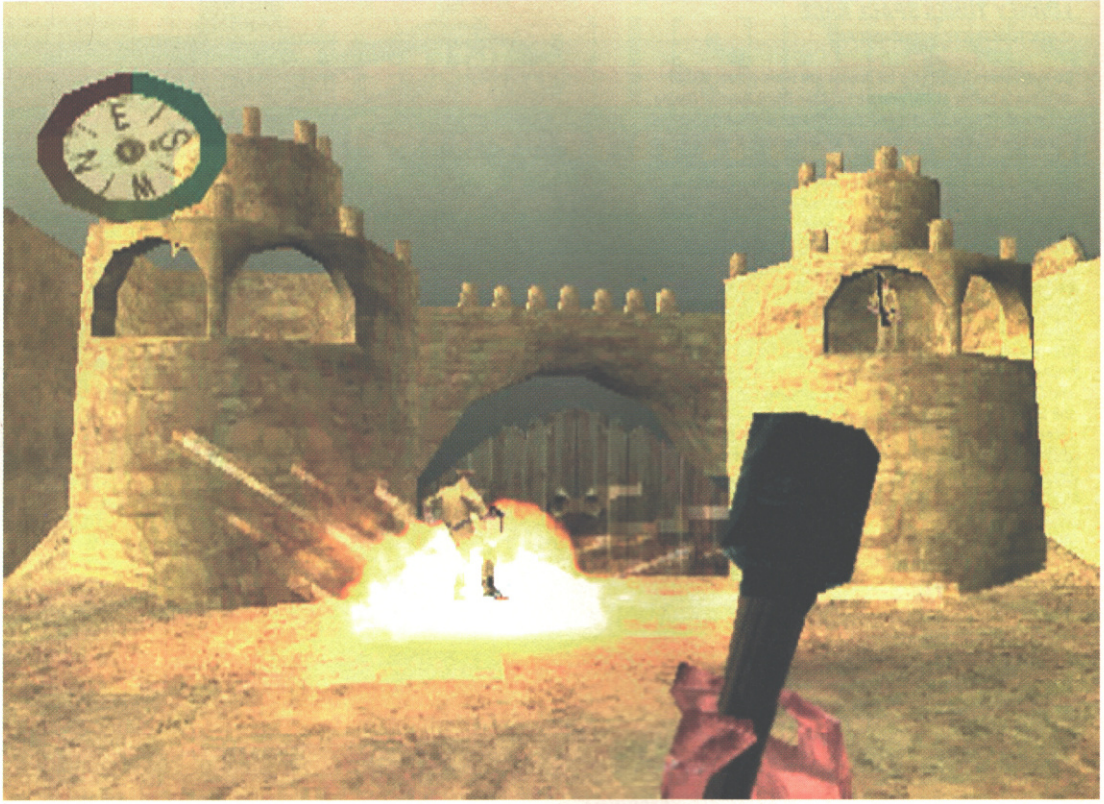
Beautiful, wickedly funny and a potential Dreamcast classic. Did we mention the four-player mode?

END

That Elvis impression doesn't fool me

Yeah, so *what* if it's a sneaky technique? This is war after all





VE HAF VAYS OF MAKING YOU TALK

GIVE THE GERMANS THE FRENCH KISS OFF

WORDS & SCREENSHOTS **LES ELLIS**

That new curry scented Shake 'n' Vac ruined the German commander's carpets

MEDAL OF HONOUR UNDERGROUND

OUT ***OCTOBER*** *FORMAT* ***PS***

It's four years until D-Day and the adventures in the original *Medal of Honour* haven't happened yet. You are Manon, the guy in command of your character in the first game. Your job, apart from not getting killed so you can be alive for the original game (this is a prequel you see), is to disrupt the German occupation of France. We've seen Allo Allo, it can't be that hard.

WHERE'S THE BFG?

For the uninformed, being set at the beginning of the Second World War you can forget airy fairy Railguns, unbelievable BFGs and wussy laser pistols. We're talking Men's guns. Real guns. You need to master pistols, machine guns and hand grenades if you want to achieve any of the goals you get set. And unlike most first-person shooters, the goals consist of lot more than killing everyone and finding an exit. Each of the seven missions (made up of 22 levels) have assorted objectives – like finding hidden papers and rescuing agents – which you have to complete before you go to the next. Hey, no-one said winning a war was easy. This time round, with you unleashing the finest weapons that WW2 had to offer, you can expect the various locations you fight in to take damage. But it's not just wanton vandalism; you can actually use the fact that the environment takes damage to your advantage. For example, passages can be blocked to prevent Germans coming after you. Be warned though, these same Germans are a smart bunch. They now have the intelligence to use vehicles against you, and take it from us - waiting and watching as a tank finds you is not a good idea. But this new smart soldier stuff doesn't just apply to the Germans. On some missions you'll get a mate who can help you in danger spots, and even complete tasks you can't.

COMMANDOS IN FIRST PERSON

Nicking an idea from top PC stealth 'em up *Commandos*, a really cool feature is the way you get the chance to dress up in disguise to get out of tight spots. And before it starts to sound like a Carry On film, we don't mean dressing up as a woman. You get to be disguised as an ambulance driver or press photographer - the ideal costume for getting you through a German encampment without raising the alarm.

ATMOSPHERE OF FEAR

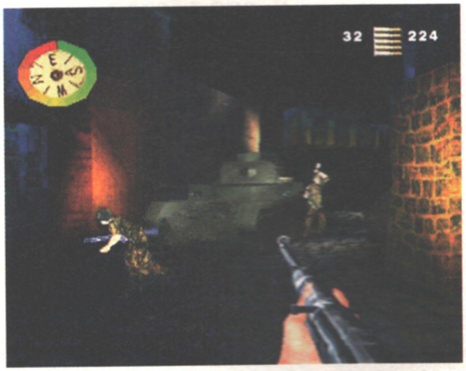
While games like *Half-Life* and *Aliens vs Predator* could call on the near limitless resources of the PC to create an atmosphere, *Medal of Honour* works miracles by giving you the tensest experience on the PlayStation since *Metal Gear Solid*. You have to use stealth to try and creep up on guards to get the best shot at them before they run and raise the alarm. Sounds simple, but when you're low on health, running out of ammo and you can see three or four guards around the corner it gets tense. Throw in great sound effects and music and it's a right old treat for the ears.

CONTROL FREAK

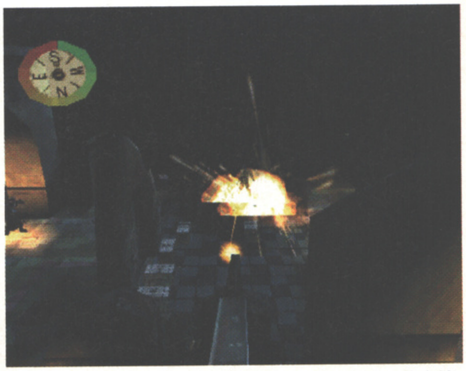
The one area where consoles have always struggled against the PC when it comes to first-person shooters is the control system. Using the analogue controls for *Medal of Honour Underground* brings it as near as you're going to get to a usable system. One analogue is the equivalent of the mouse while the other moves you around, freeing buttons to shoot and change weapons. It's not as fast as the mouse method on PC, but *Medal of Honour Underground* isn't about pure speed and action – you have to use your brains as well as your trigger finger. Something not many PC first-person shooters utilise.

HUN-EY I'M HOME

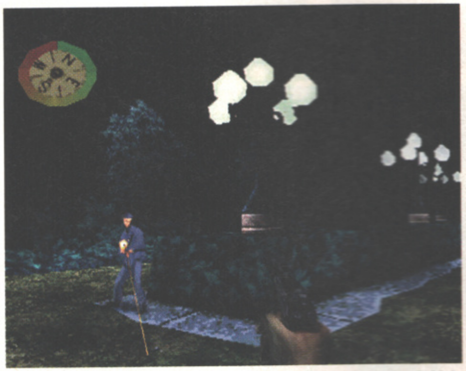
Medal of Honour sold loads, despite a few flaws. With this prequel those problems – in particular the somewhat leisurely pace of the action – have been ironed out and the gameplay has had a load of new features thrown at it to make it like something out of those old war comics that are considered very unpolitically correct nowadays. It's still a month or so away from being finished but, from the code we've been playing, *Medal of Honour Underground* is shaping up to blow PlayStation owners away worldwide. With the possible exception of Germany – ahem.



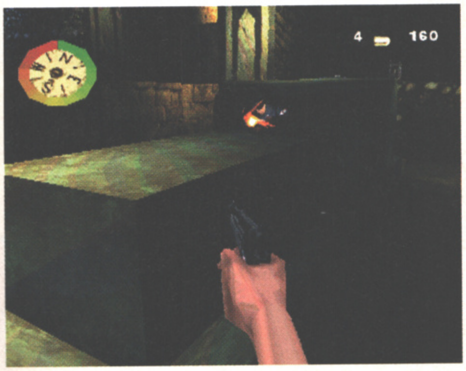
Now Sonny Jim, you could hang around and watch the nice tank... or you can kill everything. Hmm, tough call. I think I'll kill everything

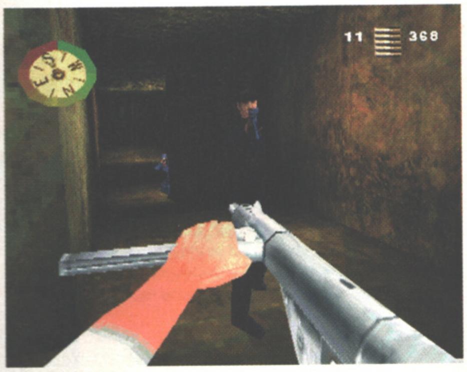


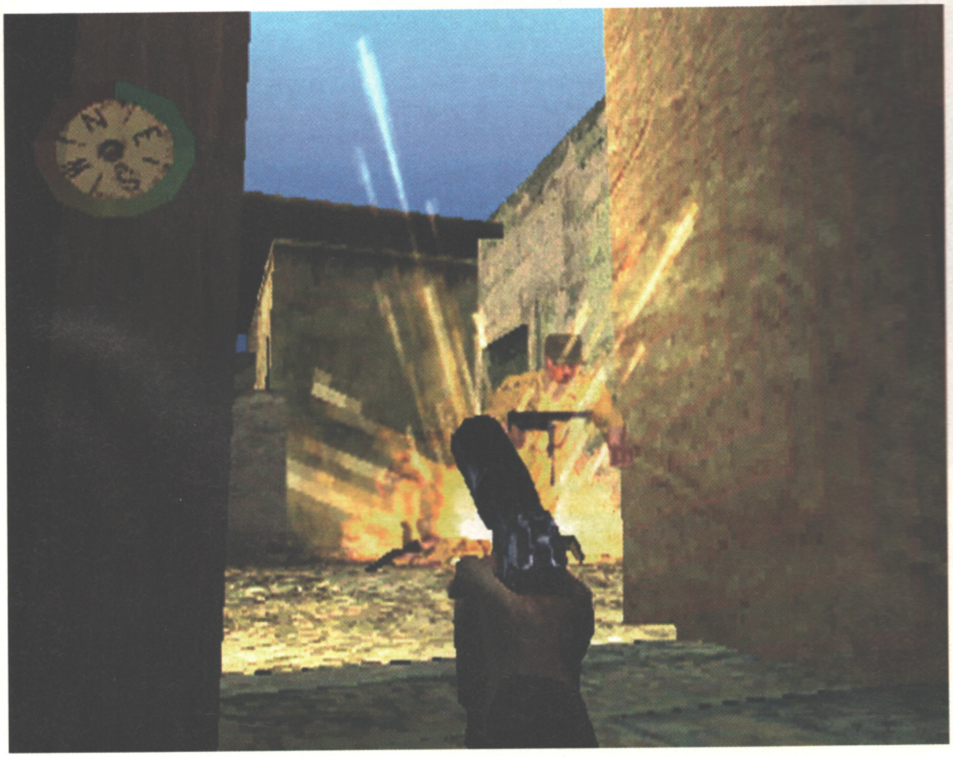
Dad's Army was never like this. Oh Mr Manwaring, I only pulled this trigger thing and the gun went off



Dan: "Oh, look at the lights. Aren't they cool?" Les: "Sure, but I think you should concentrate on killing the guard first"







CVG RECKONS

A damned impressive looking first-person, that plays like a demon as well.

END

First I got **2 GCSEs** and a long silence from my dad.

Then I did an NVQ alongside my first job,

and landed this.

To find out more about NVQs or any other options after GCSEs call 0845 608 6087.

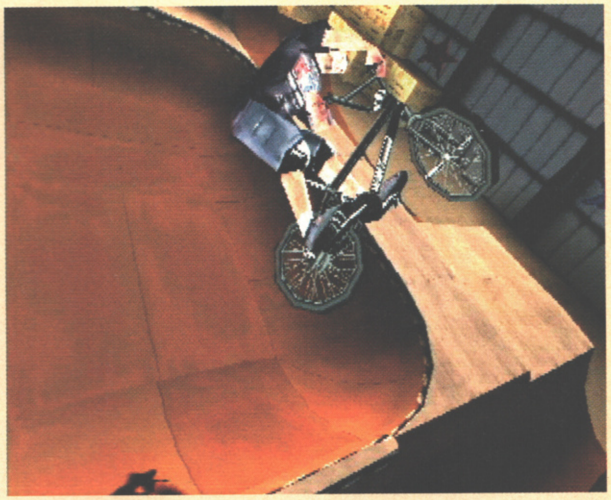
Don't quit now, things are about to get interesting. connexions DfEE Department for Education and Employment

CGV/OI/S

HOFF'S OFF

THE GODS OF BMX GO HEAD TO HEAD

WORDS & SCREENSHOTS **LES ELLIS**



MATT HOFFMAN'S PRO BMX

OUT ***NOVEMBER*** *FORMAT* ***PS, DC, GBC***

Here's a story for you. At the E3 games show in Los Angeles this year, BMX ace Dave Mira (who has endorsed Acclaim's BMX game) came over to play Matt Hoffman's game on the Activision stand. He played for a while and then went back to the Acclaim stand asking them why his game wasn't as good. And that's true.

CHRIST ON A BIKE

To BMX fans who refused to hang their bike up when the craze died out in the early 80s, the names Matt Hoffman and Dave Mira provoke the same kind of adulation as Beckham and Shearer. These guys are the best in the stunt bike business. Now they both have games, with Hoffman's looking like it may come out on top. The aim is much like *Tony Hawk's* – you ride on courses pulling off stunts and tricks to earn points and bonuses. The better you do, the more of the game you open up. The stunts make you gasp and wonder how the hell they do it. If you tried them yourself you'd likely half kill yourself (as our editor Matt – an ex-nutter with a 20-inch bike – will confess). So with two BMX games out next month, watch this space for a ride-off between them to see which deserves your cash.

Before starting you should work out which end of the bike is which

I don't mean to doubt his ability, but this is going to hurt when he lands

CVG RECKONS

Pull tricks on the halfpipe and catch some big air. This is Tony Hawk's on two wheels – how can it fail?

END

SOMETHING FISHY FOR THE PS

KEEP IT REEL AND FEEL THE FUNKY BAIT

WORDS & SCREENSHOTS **LES ELLIS**

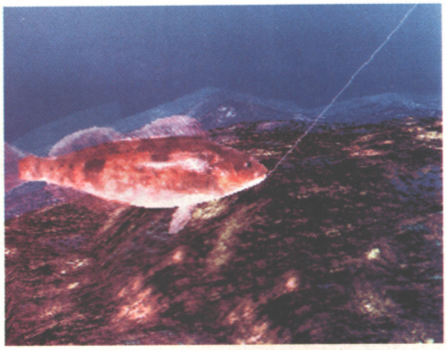
REEL FISHING 2

OUT ***OCTOBER*** *FORMAT* ***PS***

They are a bit sad aren't they? Nobody buys fishing games do they? Right? Wrong. Bait 'em ups are in fashion these days and selling loads. Believe it or not the original *Reel Fishing* on the PlayStation, and *Bass Fishing* on the DC, sold massive numbers considering the 'sport' consists of sitting with a pole and a bit of string dangling in the water with a maggot on the end.

REEL 'EM IN

So what can a sequel possibly have that the original didn't? Well, 50 different amazing looking fresh and salt water locations for a start. You just need to get your hook in the water and eventually you'll get the chance to catch a whopper. But that's when the battle really begins as the camera switches underwater and you have to fight like fury to land the fish. We've had less intense *Quake 3* deathmatches than the struggles these babies put up. But it's simple enough for anyone to play and surprisingly addictive. This could be another fishing title that proves to be a hit when it's cast into the winter gaming pool.



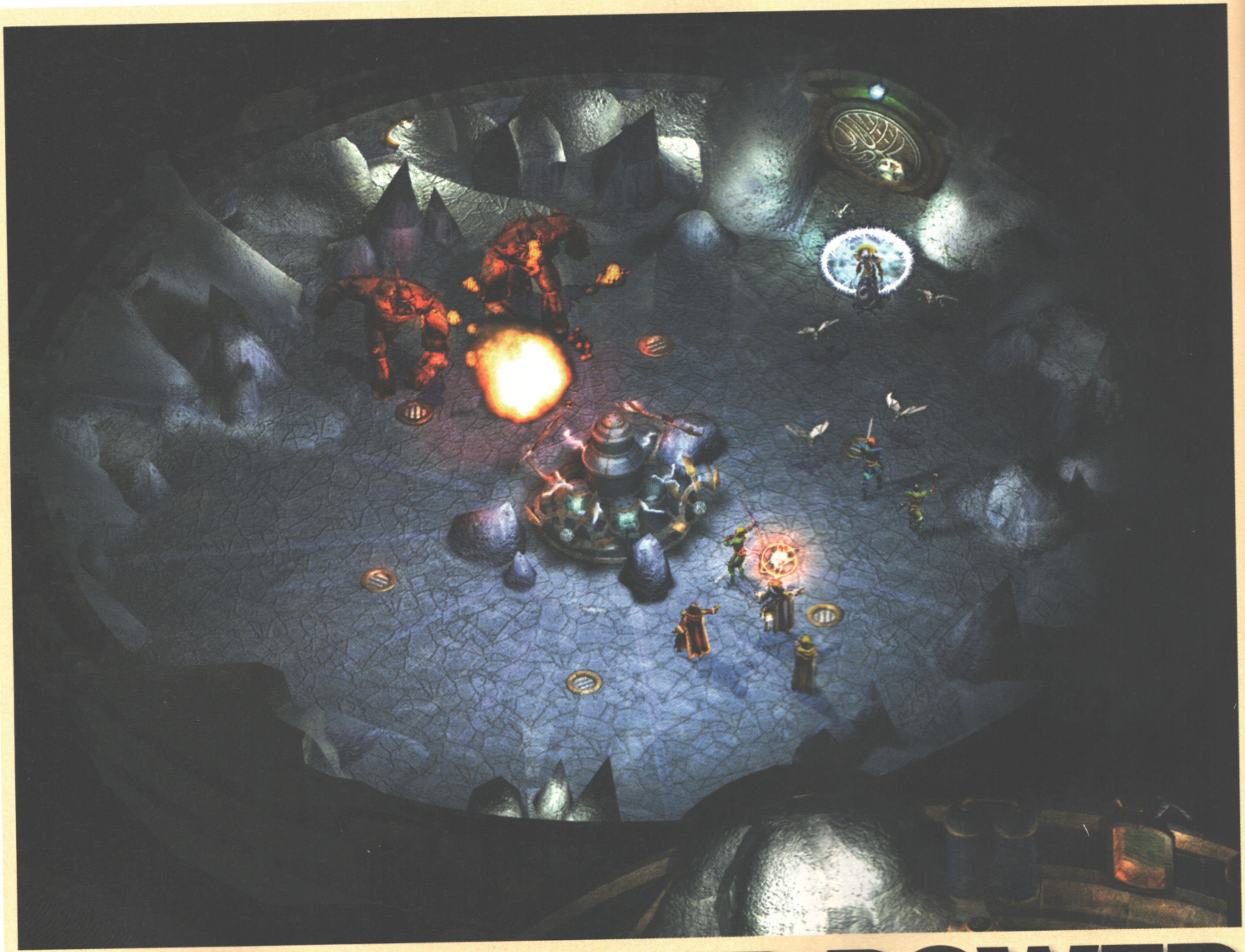
Oh my Cod! The big ones fight like the blazes when you catch 'em

Take time to swap stories with other rod warriors in the lodge

CVG RECKONS

Good clean non-violent family fun – but probably not for most casual gamers.

END



ROLE-PLAYER POWER

DID SOMEONE CLAIM GAMES ARE GETTING SHORTER? YEAH, RIGHT

WORDS & SCREENSHOTS **PETER WALKER**

BALDUR'S GATE II: SHADOWS OF AMN

OUT**SEPTEMBER** FORMAT**PC**

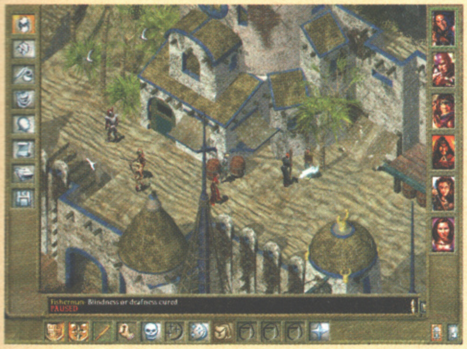
Check your local games store today and the New Release shelves are stacked with sequels. Most come with claims that the makers listened to players who loved the original and put their best ideas in the sequel, which rocks. Only it doesn't. But when we're talking about BioWare and *Baldur's Gate II* – the sequel to the hit PC real-time RPG of '98 – we actually believe them.

SIZE MATTERS

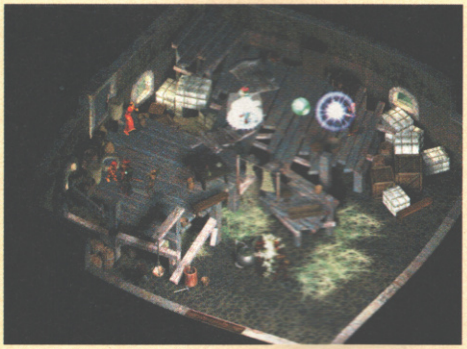
Like the original, the depth is truely daunting: 30 classes and sub-classes (many of which require different styles of play) to chose from at the character creation screen; some 300 spells to memorise; adventure parties to manage and 450 hours of play to complete all subquests as well as the main plot. We could go on, but it's not just about quantity. BioWare want a more immersive experience than the original, with a stronger storyline and lots of reasons to replay the game as a different class. Remember how annoying it was in *BG1* when you met a cool NPC later in the game, but it wasn't worth including them in your party because you'd already invested so much in existing team members? Now you're encouraged to switch NPCs because each generate their own subquests – and if they don't like your behaviour, they'll just leave the party anyway. There's even different subquests according to which class you play as.

NIP 'N' TUCK CITY

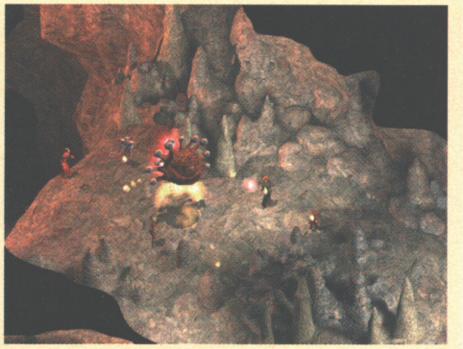
BioWare claim they've managed to get every single decent player suggestion into *BG2*, and we believe them. While at first glance it may all look mighty similar to *BG1* veterans, the developers seem to have tweaked or overhauled just about everything in the sequel, including the Infinity engine, even shoe-horning in some 3rd Edition A&D rules alongside those from the 2nd. You want a higher resolution? You got it. But you still want low-spec PC owners to play? Fine, let it run on a 166Mhz. How's about scaled monsters – those dragons in *BG1* were cool but looked way too small. Fine, let's have dragons that don't even get close to fitting on one screen. 3D spell effects? OK, we'll make 'em pretty as a picture, and we might as well have



Minsc: "Butt-kicking goodness for everyone." All: "Shut up"...



...fortunately you can voice over characters' catchphrases...



...and come up with something more appropriate. Like, "Oh, Bugger"

giant mechanical bits of scenery actually moving. Screen-shaking effects when you suffer critical hits? You got them. More non-essential interactive detail that adds to the atmosphere and background? You can have whole libraries of books with nuggets of history and text descriptions of anything that looks interesting – there's even one quest that gets you your very own statue with your name on it. More dialogue? Have 980,000 words of it – might as well translate it into French, German, Italian and Spanish. Don't forget the Poles, *BG1* is their biggest selling PC game ever. Want to import your character from *BG1?* Alrighty, but we'll not give you an experience level advantage over players that don't. Oh, and we'll hide all that cool gear you collected in *BG1* so you can rediscover it in *BG2*. Better multiplay support? Mplayer (software for hooking up online players) is built in and we'll stop those irritating pauses when other human players are listening to non-essential dialogue. Heck, you can even move further away from the host player. Come to think of it, let's do away with those irritating wilderness areas entirely and concentrate on maps that are significant to the quests. You want to get married in the game? Oh, stuff it, why not?

SUCK ME IN

Right from the start it's obvious they've really put some thought into creating a game with depth and atmosphere that'll draw both newcomers and veterans of the original straight into the plot. The 'don't know where I am or why I'm here' opening scenario isn't exactly original, but you're instantly under pressure to find weapons and an escape route from some sort of experimental laboratory before your torturer, the mysterious Master, returns. In minutes you've assembled an adventuring party of three and have a subquest, if you want, to free a fourth – the hamster-toting mad warrior Minsc. Old hands will recognise these characters from *BG1*, so there's instant motivation there for them, while multiple-choice dialogue lets newcomers know you've got history with them. But, since this RPG is all about giving you the choice to adventure as whatever type of hero you want (good or evil) and keep the company of likeminded NPCs, you could leave 'em to rot and go it alone.

WHAT DO I DO?

Frankly though, you're probably going to need their services to escape (you can always dump them later), because *Baldur's Gate II* has a punishing opening act – though, just like in *BG1*, if your main character dies, that's it. The separate training session is an absolute must for newcomers, but even veterans will find the first couple of hours tricky. The monsters you initially encounter are largely the same though sporting different magical flavours, so it's a good way to familiarise/remind yourself what weapons, tactics and spells work best in different situations. You could try to avoid combat and go for stealth, but you'll only get so far before you have to kill monsties to progress through the sub-quests.

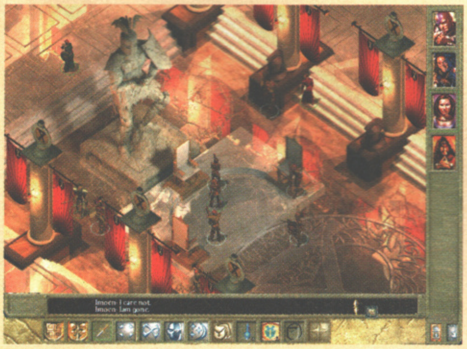
TO INFINITY AND BEYOND

It's tough and requires constant pausing during combat, but it had us hooked at once. If you've not played any of the other AD&D RPGs that use the Infinity engine (*BG1*, *Planescape: Torment* or *Icewind Dale*), then *BG2* could be the one to cut your teeth on. Just don't go expecting *Diablo 2*-style frenetic action – this RPG runs deep. Not one for casual players.

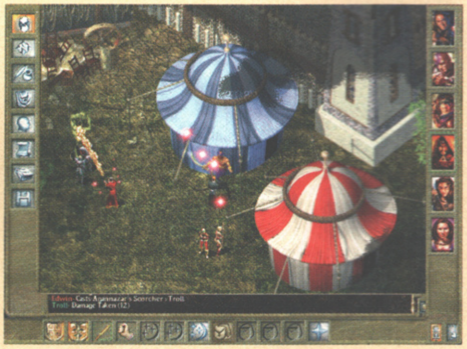
CVG RECKONS

Huge, immensely playable but the gameplay isn't vastly different from the original. Which is no bad thing.

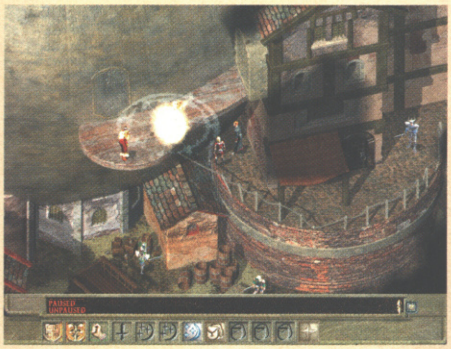
END



Grateful citizens could erect a statue to you too. Nice reflections



The camp site argument over tent pegs started to get out of hand



Pause. Unpause. Pause. Unpause. Must be combat, *BG2*-style

AT LAST – A DREAMCAST GAME ACTUALLY WORTH PLAYING ONLINE

WORDS & SCREENSHOTS **LES ELLIS**

THE REAL STAR WARS

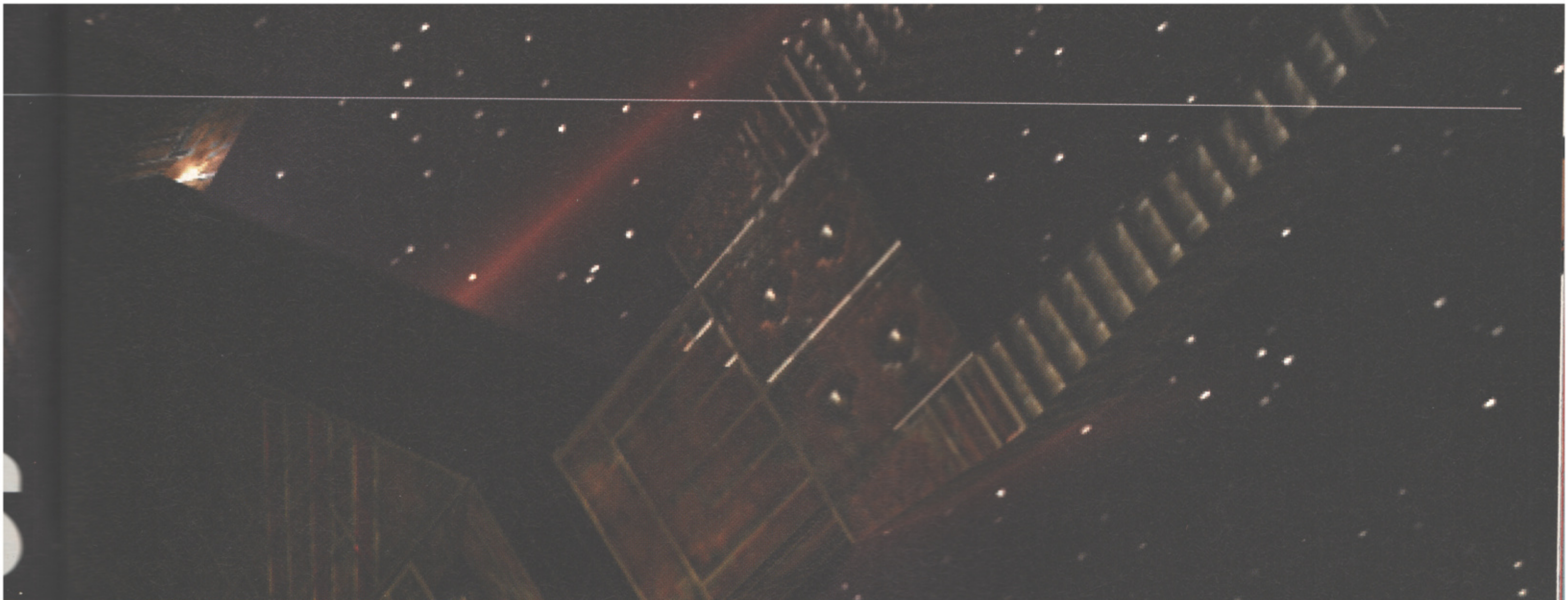
STAR LANCER

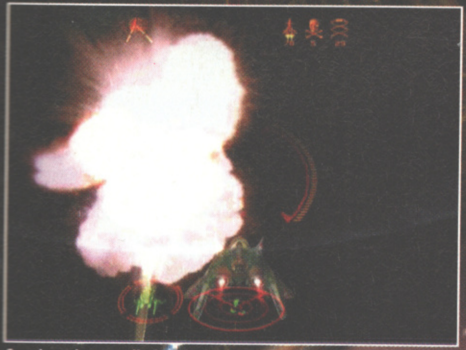
OUT **OCTOBER** FORMAT **DREAMCAST**

If the guy who directed Starship Troopers made a game, this would be it. It feels just like one of those sci-fi epics. Huge sprawling space battles, plenty of tasty FMV sequences to keep the story rolling and at last something that makes playing online worthwhile. That's right folks, you can deathmatch or play this game co-operatively using the DC's modem with – gasp – no noticeable lag. It is a million light years ahead of *Chu Chu Rocket* graphically and where that suffered terribly from lag, this doesn't. This isn't just hype either – we know because we've played it online for ourselves.

BRING IT ON

Taking its lead from classics like *Wing Commander*, *Starlancer* kits you out with a flash space fighter armed to the teeth with death-dealing guns and missiles. Then it kicks you out into deep space to blow the hell out of stuff before it does the same to you. Within a minute of turning on your DC you can be in a huge space battle with lasers firing off all over the place. There's a sky full of missiles and more ships zooming about than the final battle in Independence Day. This is space combat on a massive scale. In single player you get 24 missions to wade through, but online *Starlancer* is a real milestone for the DC. For the first time you get proper real-time action with up to eight players in deathmatching dogfights. Not only that, but you can play the single player missions co-operatively with four players. You won't notice any lag as it's all been cunningly hidden and you

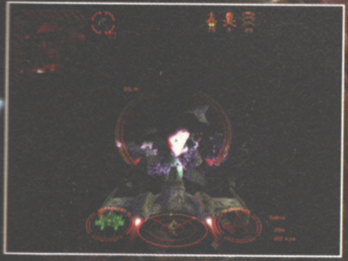


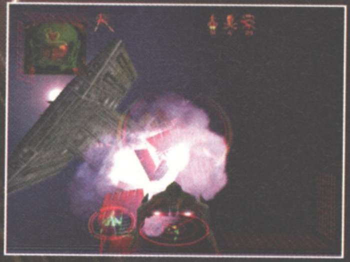


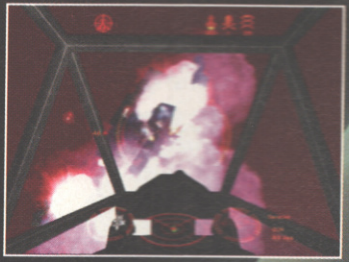
Amazing what a well-placed missile will do to an enemy ship

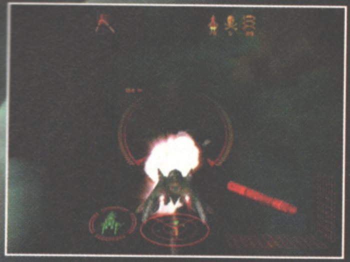
All hell breaks loose when you launch an attack on a mothership

The explosions are pretty damn spectacular and frequent with it









will get to fight head-to-head. The game can also be played in a special widescreen mode for those of you with flash TVs, giving an even better feel of the epic scale of things.

STAR WARS

The developers have done an amazing job crunching a huge PC game down to run on the DC. The only thing that's been dropped are a few front-end sequences. A total of 35 minutes of FMV are used to create a Starship Troopers meets Independence Day meets World War 2 meets Star Trek kind of feel. The six hours of speech, 40 minutes of orchestra music and 350 ships certainly go a long way to keeping the movie feel going. Yeah, so the gameplay is pretty much *Wing Commander* – but when you're embroiled in a huge space battle you couldn't care less about that. Playing online, sending pleas for help to other players or taunts to your opponents adds a new dimension to this. And after Sega's disappointing online performance with *Chu Chu*, *Starlancer* is the game that could restore everyone's faith. From what we've seen, you're in for one hell of a game.

CVG RECKONS

An ambitious conversion that looks set to push DC's online gaming boundaries to a whole new dimension.

END

NOT EVIL ENOUGH

KILLER PLAYSTATION GAME, SHAME ABOUT THE PC PORT

WORDS & SCREENSHOTS **MAURA SUTTON**

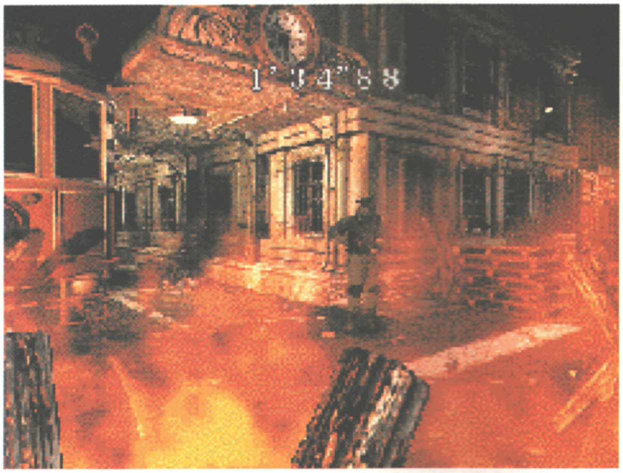
RESIDENT EVIL 3: NEMESIS

OUT **SEPTEMBER** FORMAT **PC**

There's no denying that *Resident Evil 3: Nemesis* was a zombie-splattering kill-fest of the highest order on PlayStation. Now, Capcom have decided to port the game over to the infinitely more powerful PC, but once again they haven't bothered to enhance the game to exploit the power of the platform.

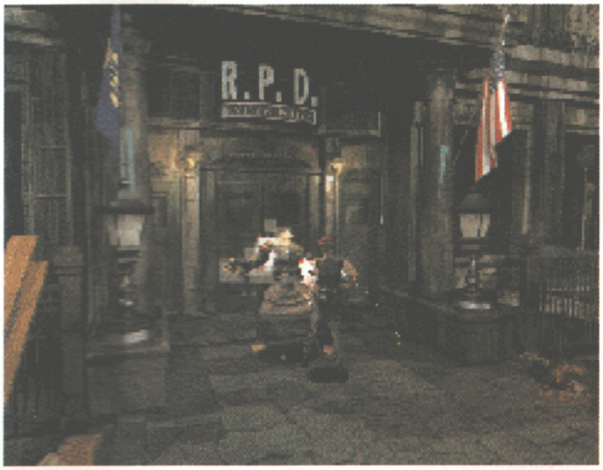
SHOW US SOMETHING NEW

As with the recently released *Dino Crisis* PC port, *Nemesis* is just a bog-standard version of a PlayStation game with a couple of 'extra' modes included, both of which were on the PlayStation game. Previously you had to play through the whole of *Nemesis* with an impossibly high rating to access Jill Valentine's special costumes. Now you get to dress her up from the beginning. You can also access the carnage-drenched Mercenaries: Operation Mad Jackal sub-game from the off, when previously you had complete the game to unlock it. All very nice but hardly likely to put a strain on your Athlon 750. This may have looked great on PlayStation but will surely fall short of the visual delights of current PC releases like *Deus Ex* or *Vampire: The Masquerade*. That said, as it was on the 'Station, this is a nail-biting survival horror gore-fest and plays as smoothly on the PC as it ever did. And the atmospheric soundtrack seems even more effective on PC speakers. You'll swear you can hear the Nemesis' heavy breathing by your shoulder when he's close.



These zombies want to eat your brains

Don't tell Pet Rescue about those dead dogs



Jill's smart new business suit is a huge hit with the walking dead

She throws a minor tantrum when the coffee shop is closed

FORGOT THE PLOT?

The plot? Well, it's Jill and Carlos, trying to escape Racoon City and avoid the deadly clutches of Mr Nemesis. This guy is about ten-foot tall, weighs as much as a car, and refuses to stay dead no matter how much ordinance you pump into him. And he wants you, bad. There are, of course, zombies, killer dogs, hairy spiders and all manner of puzzles too. It'll most probably be worth a look but it's just a shame that more effort hasn't been made to woo PC owners. Even a screensaver would have been nice, or maybe a nice picture gallery. We live in hope.

CVG RECKONS

A brilliant game falls victim to an average port.

END

BACK...

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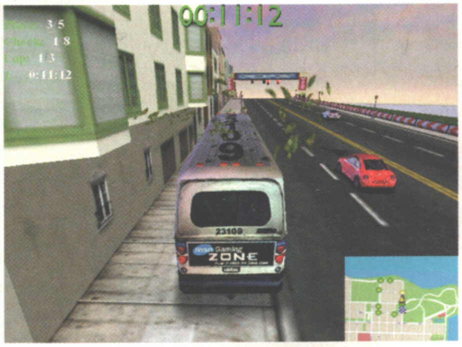
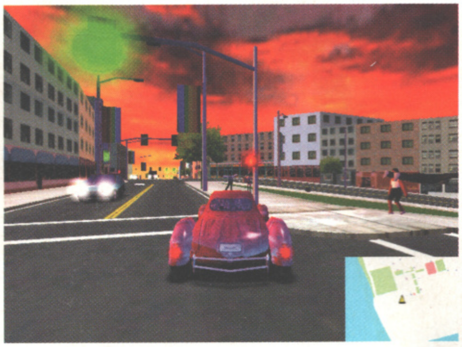
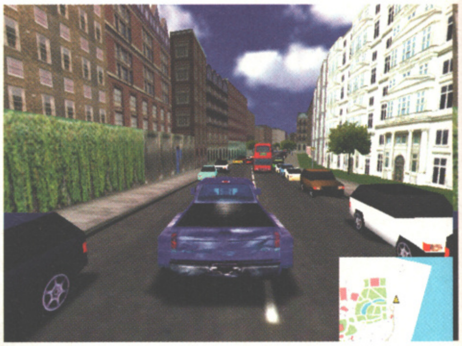


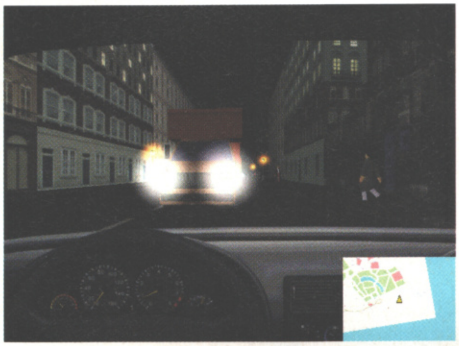


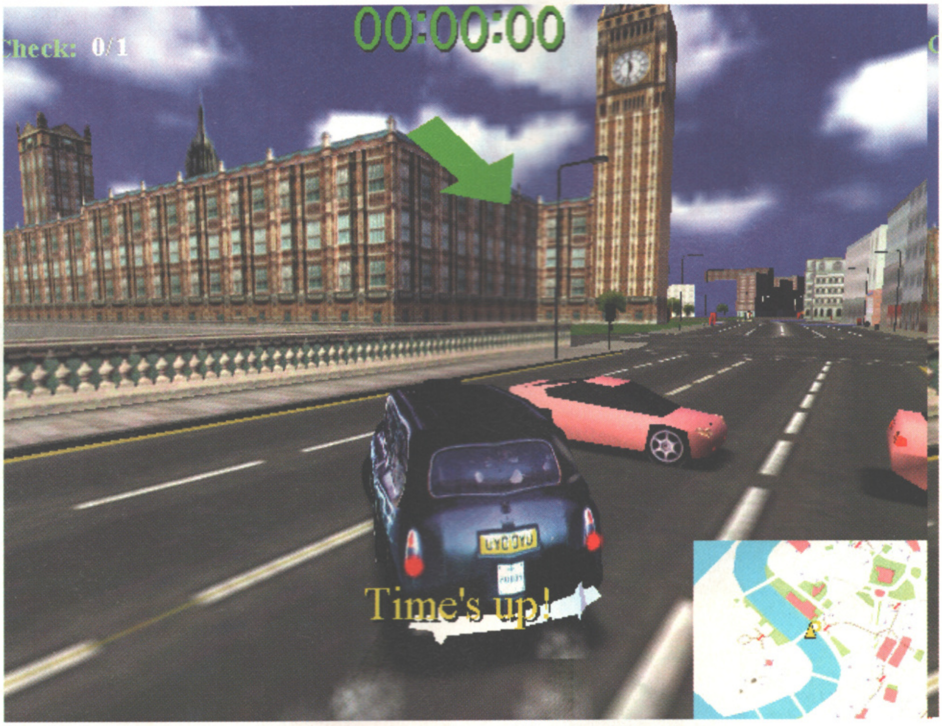


INNER CITY MADNESS

BURN ROUND LONDON'S LANDMARKS AND CANE THE SIDESTREETS OF SAN FRANCISCO

WORDS & SCREENSHOTS**LEE SKITTRELL**





Cane a black cab through the streets of London, driving even more dangerously than the real drivers do

MIDTOWN MADNESS 2

OUT**OCTOBER** FORMAT**PC**

The original *Midtown Madness* let you scream around the streets of Chicago blowing off all your road-rage steam in crazy arcade-style challenges. It was all good, sold well and won plenty of awards. For console-heads not in the know, the action was a delicious cross between *Crazy Taxi* and *Metropolis Street Racer* with a charm all of its own. And now you're going to be treated to more in the form of this souped-up sequel. Vroom!

LET'S GO BY TUBE!

This time there are two cities to thrash through, London and San Francisco. While they may not be 100% accurately modelled, all the major landmarks are in there for your sightseeing pleasure. We took a nice trip from the Tower of London to Trafalgar Square, taking in the Houses of Parliament and Big Ben on the way. Everything was more or less in its proper place. You'd pay a lot of money for a tour like that, you know. The emphasis is on fun rather than the 'proper' driving of games like *GT2* and this leads to some superb set-pieces. Want to take a spin around the Underground? No problem. All-new vehicles appear in *Midtown Madness 2*. Razz a double-decker bus round Leicester Square or burn across the Golden Gate bridge in an all-American fire truck. Perhaps the best new feature is the Crash Course mode. Half training level and half a quirky game in its own right, you can choose to do either 'the knowledge' and become a London cabbie, or you can sign up to be a Hollywood stunt driver and risk your life in sunny 'Frisco.

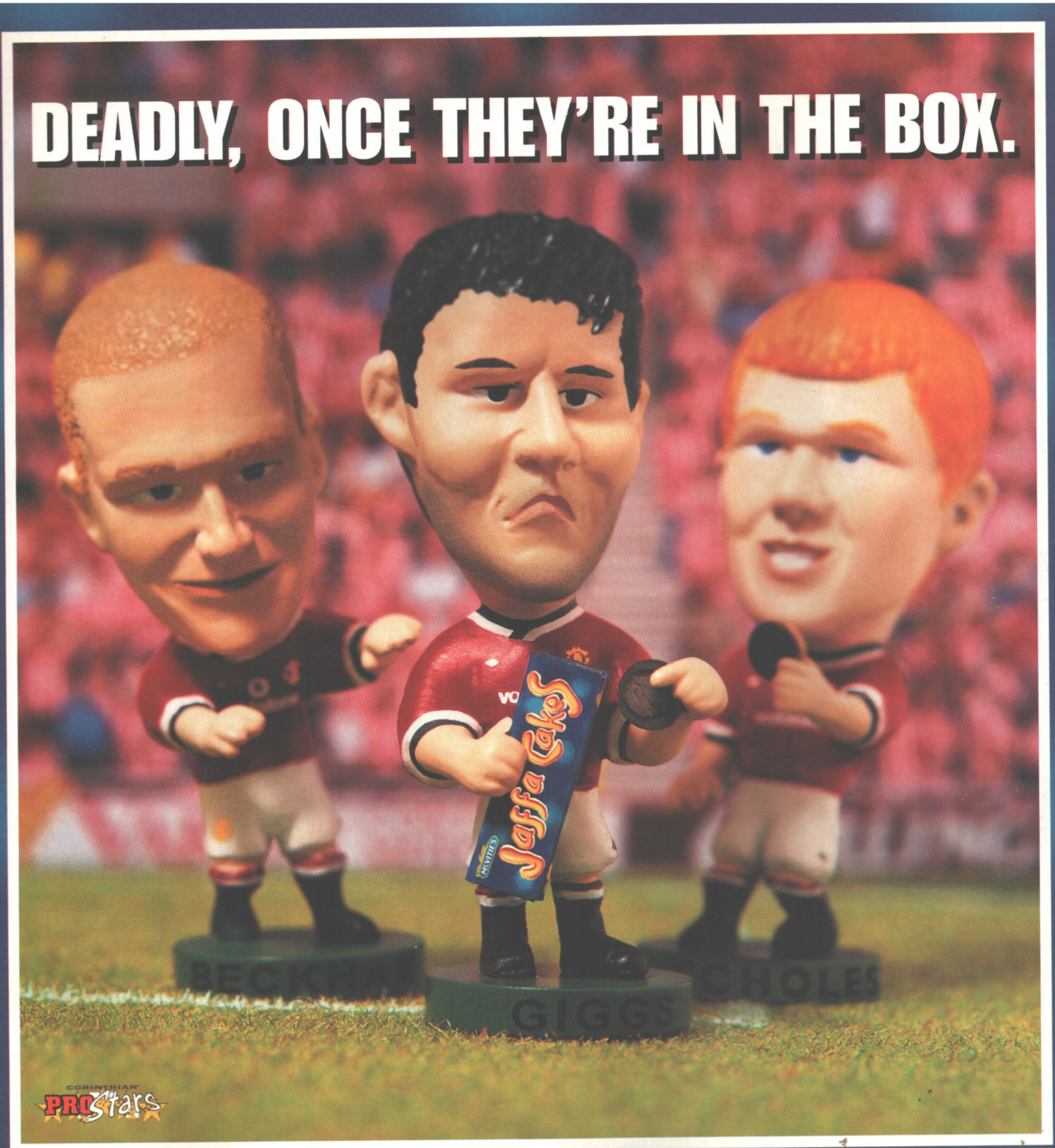
BUG-A-BOO

While *Midtown Madness 2* attracted an approving crowd around the PC, it wasn't without its critics. There was some jerkiness in the visuals and the physics engine lets you trash almost any obstacle nearby but is still in need of some tweaking. A Mini Cooper shouldn't be able to uproot a lamp-post and carry it around on its bonnet, should it? Glitches like these should get wiped before release so we're not overly worried about them at this stage. And as long as they are this is looking like an awesome city racer.

CVG RECKONS

Potentially a great sequel that manages to retain the original's magic and offer new thrills of its own.

END


DEADLY, ONCE THEY'RE IN THE BOX.
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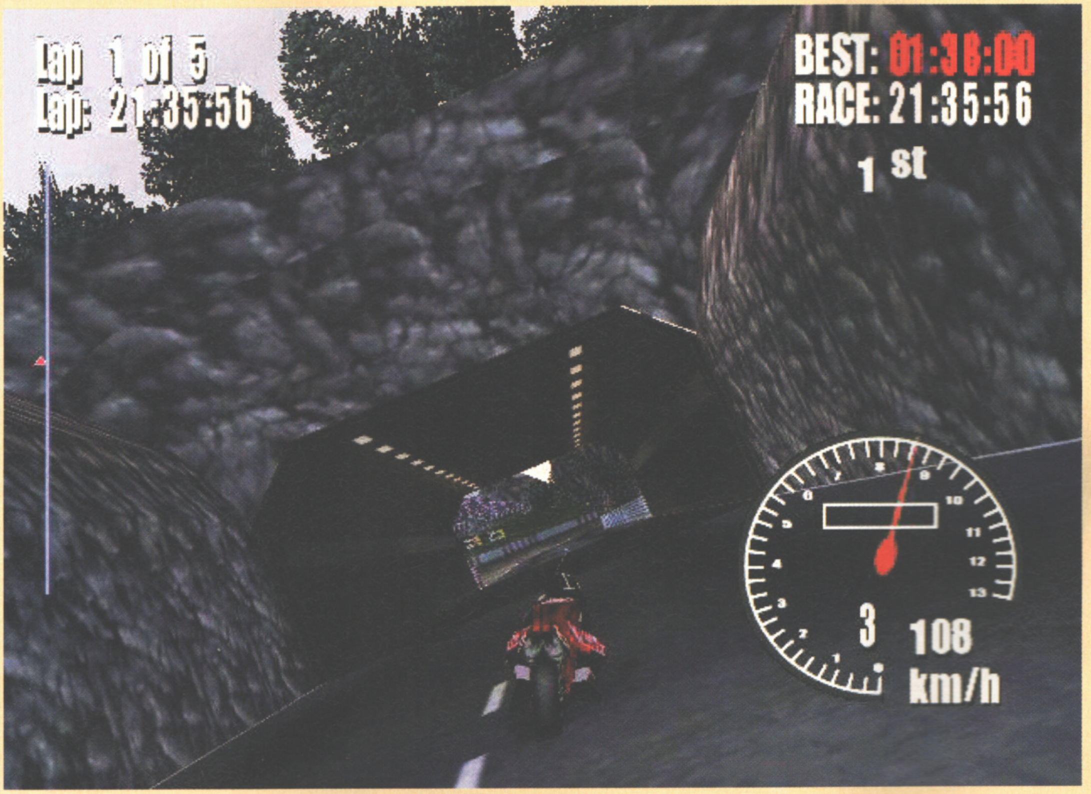
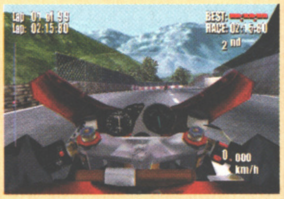
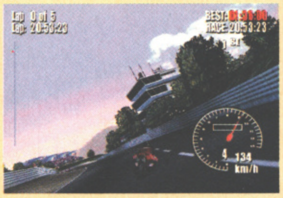
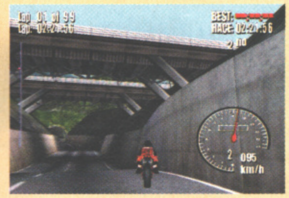
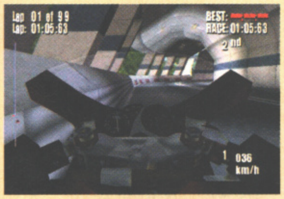
WORDS & SCREENSHOTS **LES FOGGIS**











DUCATI WORLD

OUT ***NOVEMBER*** *FORMAT* ***DREAMCAST/PLAYSTATION/PC***

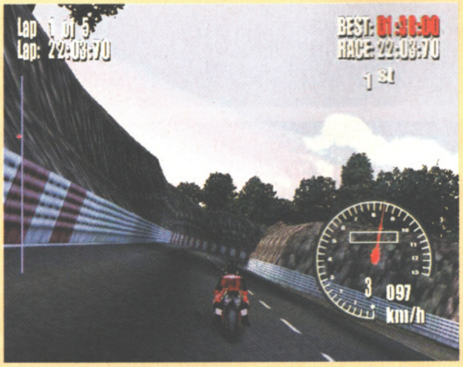
These guys are insane. Get fast bikes, soup them up to make them faster, then race around at stupidly high speeds, scraping your knee on the floor to turn corners. Bet they can't get life insurance to save their, er, lives. Oh yeah, that sounds totally reasonable, where do I sign up for some of that? Well, look no further than your Dreamcast, PlayStation or PC.

SILVER DREAM MACHINE

Just lately, with the success of Carl Fogarty on the track, the word 'Ducati' is as well known as McLaren or Jordan among racing fans. Aiming to cash in on Foggy's fame, Acclaim are bringing the glitz and glamour (but not the girls) that surround the world of Ducati racing to your fave games machine. This has got over 40 of Ducati's bikes to race over eight circuits in 20 different types of event.

WANNA BET?

Throughout you get to upgrade your mean machine and can even gamble it against a mate if you think you're good enough in a winner-takes-all type race. Bit like you do in real life when you've had too many shandies and try to impress your mates, only you don't wake up the next day thinking, "What the hell have I done?!" The speed that the game moves at really gives you the feel of throwing one of these expensive machines around the dangerous curves of the circuits. All the versions (PC and PlayStation as well as this Dreamcast one) of *Ducati World* use hi-res graphics that keep an arcade frame rate to give you the visuals you need to make the thrills and spills of high speed racing that bit more convincing.



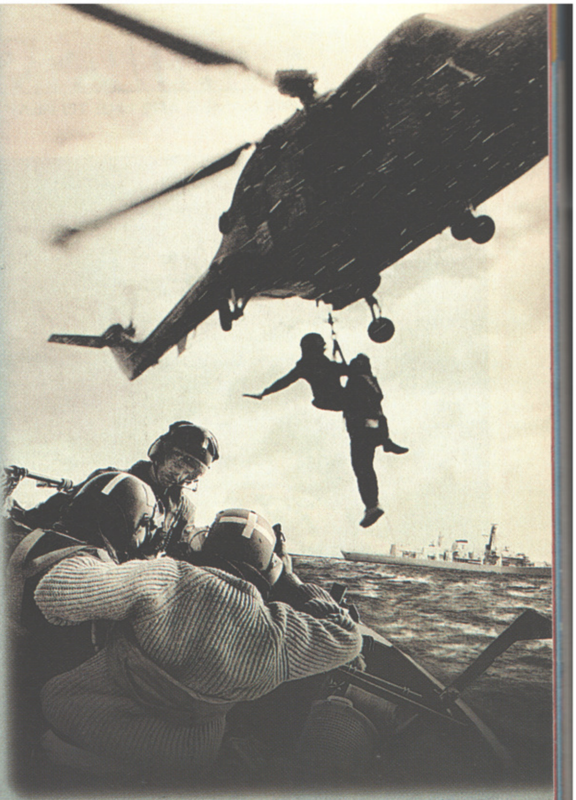
OUT OF CONTROL

Acclaim boast this game has the best control interface in any bike game to date. But how different can it be from other bike games? We'll know for sure when it's fully implemented as the version we have played still has some way to go, but you can tell from these screens that the graphical claims are certainly true. With split-screen multiplayer and Life campaigns (which are a bit like *Gran Turismo*, only on two wheels), Acclaim have gone for depth and gameplay as well as pure looks and speed, which could be a saving grace as two wheel racers never seem as popular as their four-wheel counterparts.

CVG RECKONS

The glamour of F1 and the depth of Gran Turismo *but on two wheels sounds great to us. But will they come off at the final corner?*

END



ROYAL NAVY

“HE SAID,
‘I CRY
LIKE YOUR
GAZZA’.”

“WE WERE JUST GETTING OUR HEADS DOWN IN A FORCE 10 GALE WHEN THE MAYDAY CAME. 12 SPANISH SEAMEN WERE STUCK ON A CARGO SHIP WHICH HAD BROKEN ITS BACK AND THE AUTHORITIES SAID IT WAS TOO STORMY TO LAUNCH A HELICOPTER RESCUE. BUT THEN THEIR PILOTS DIDN'T HAVE 350 HOURS OF ROYAL NAVY TRAINING AND EXPERIENCE. YOU SHOULD HAVE SEEN THEIR FACES WHEN WE LIFTED THEM OFF. THEY CRIED SO MUCH I THOUGHT WE WOULD SINK.” IN THE LAST FIVE YEARS THE ROYAL NAVY HAS SAVED OVER 1,500 LIVES AT SEA.

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HIGHER DIPLOMA (OR SCOTTISH HIGHER) ☐ GCSE PASSES (A,B OR C GRADE) ☐ NUMBER .... MATHS ☐ ENG. LANGUAGE ☐ GA63

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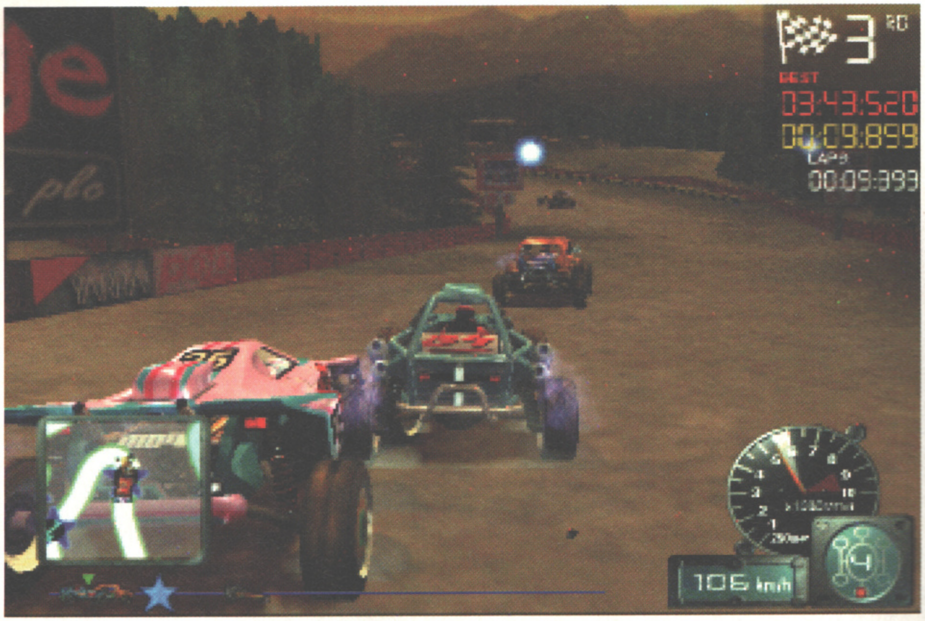


6 TH
085 km/h
3

3 RD
084 km/h
5

PS2 GETS MUDDY

WE DISH THE DIRT ON PLAYSTATION 2'S GRUBBIEST, GRIMIEST RACER YET

WORDS**LES ELLIS** SCREENSHOTS**JUSTIN TAN**

WILD WILD RACING

*OUT**NOVEMBER**FORMAT**PS2***

While Sony and EA battle it out to produce the F1 game all PS2 owners will want, Rage have blindsided them with a wicked looking off-roader that's threatening to leave those sparkling Ferraris and Jordans choking in its dirty exhaust fumes. So forget highly polished cars and glamourous locations, it's time to go off-road with *Wild Wild Racing*. High speed tracks and mutli-million dollar roadsters? Try mud puddles, dirt slopes and bizarre, souped-up 4x4s for size.

THEY'RE OFF

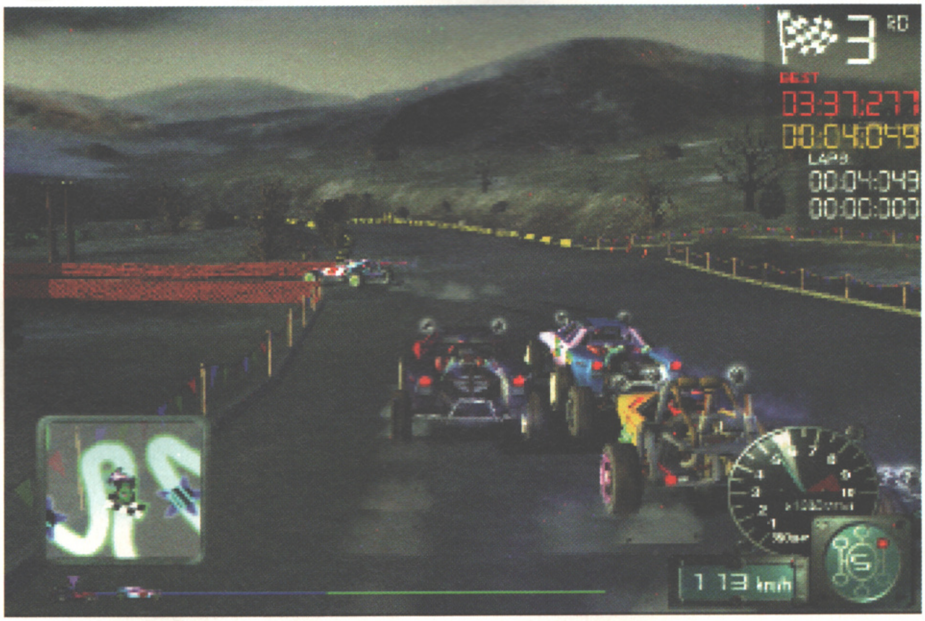
With four different racing modes, each featuring numerous different challenges and races to complete, *Wild Wild Racing* is trying to do different things to the usually disappointing and lifeless off-road racing genre. For a start, the rugged beach-buggy type cars look totally cool, with massive roll-cages and dirty great exhausts. Add that to some awesome graphics (well this is PlayStation 2 after all), break-neck handling and reams of hidden gubbins to open up, and you have something with a surprising amount of depth to it on your hands.

FUN IN THE MUD

The emphasis is on arcadey action rather than pixel-perfect racing. And you can forget worrying about when to make the next pit stop, or what adjustments to make to your suspension, because here the only performance that counts is the one on the track, not the one in the garage. Power slides and jumps are the order of the day. Throw in tons of short cuts and the fact that all the various surfaces have different handling and you have a game where you need to be a racing all-rounder.

SOMETHING DIFFERENT

With the racers among the launch titles for PlayStation 2 mostly consisting of safe, guaranteed sellers like F1 and *Ridge Racer* style numbers, there's huge scope for someone to come in and clean up by offering something a bit different. And that's exactly what Rage have done with this. It's fun to play and offers a messy, mud-cakes style of action that even the most hardcore Formula One racing fan can't fail to enjoy. The preview version we saw was impressive, and with time to improve before the machines are launched in November, this could well prove to be a surprise hit when it gets released.

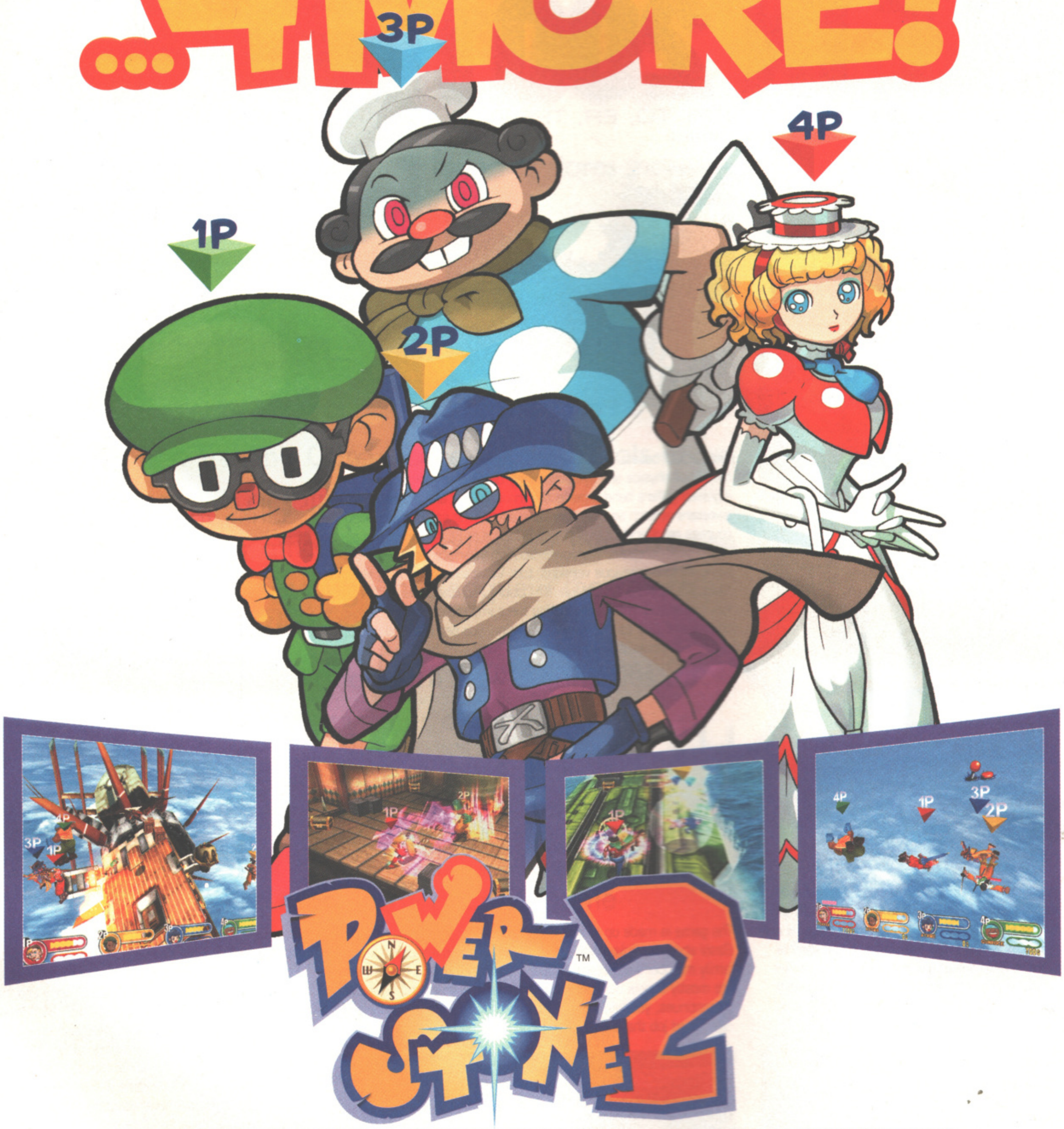


CVG RECKONS

Racing action doesn't come much dirtier than this.

END

...4 MORE!



POWER STONE™ 2 IS EVERYTHING YOU WANT FROM A SEQUEL – MORE CHARACTERS, ENHANCED GAMEPLAY, ENDLESS STOCKPILES OF WEAPONS, DAZZLING GRAPHICS AND A FANTASTIC NEW FOUR PLAYER OPTION.

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"CAN GAMEPLAY GET ANY BETTER THAN THIS? POWER STONE 2 IS QUITE SIMPLY AN AWESOME GAME."

Dreamcast magazine 92%

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HOLE IN 2001

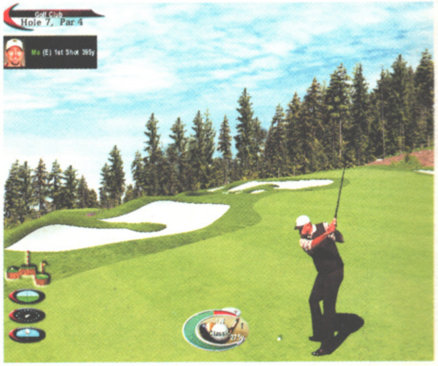
INSANELY POPULAR GOLF-SIM SET TO, ER, TEE OFF

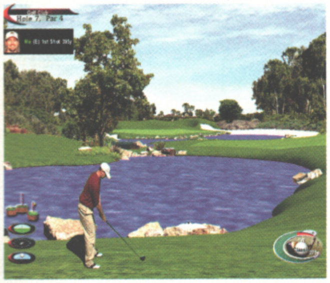
WORDS & SCREENSHOTS **LEE SKITTRELL**

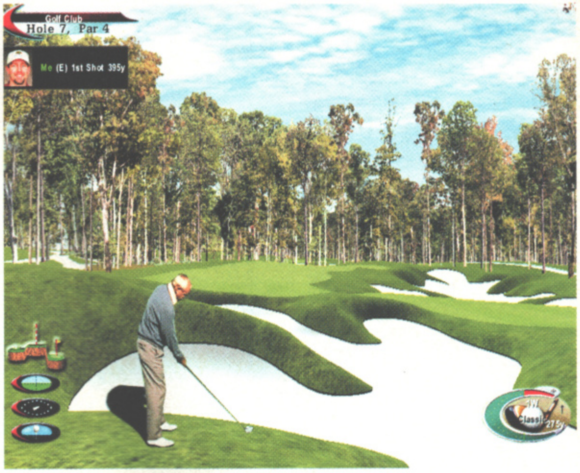
LINKS 2001

OUT ***AUTUMN*** *FORMAT* ***PC***

In offices worldwide there's a hubbub of desktop activity as suited business types furtively practice punch shots. Golf-crazed kids sit glued to Dad's PC doing 'homework' while perfecting their swing. *Links* golf-sims are played everywhere from offices and schools to laptops en route to the local course, and this latest update looks set to feed that 18-hole frenzy further.







PICK A BOGIE

Links 2001 boasts a new rendering engine that allows for highly tuned ball physics and eye-blisteringly detailed graphics. The digitised golfers behave perfectly. Trousers flap and diamond sweaters stretch as they take their shots. The satellite-modelled courses on offer, including the Old Course at St Andrews, are all beautifully recreated. The power bar/aim interface has been re-jigged from previous versions, too. What's most exciting about *Links 2001* is the Arnold Palmer Course Architect. The APCA lets you create your own course using the same tools as the developers. Due to the fancy new engine, you can have full control over the courses you create and play. You'll even be able to import images from a digital camera for that added realism.

CVG RECKONS

Links fans will love the new features, while newbies will wonder at the level of depth. Little appeal to golf-haters, but it'll sell like stink.

END

YOU THINK *YOU'RE* HAVING A BAD DAY?

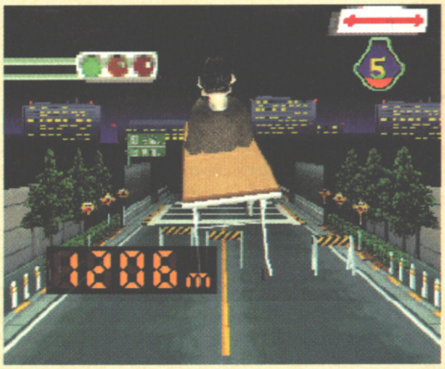
THRILLS AND SPILLS IN AN OFF-THE-WALL ADVENTURE

WORDS & SCREENSHOTS **LEE SKITTRELL**

INCREDIBLE CRISIS

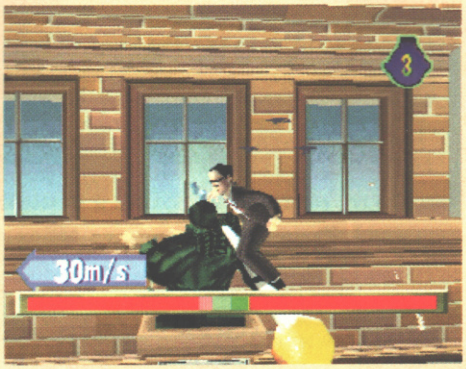
OUT ***OCTOBER*** *FORMAT* ***PS***

Imagine you've woken up late, you've burnt your toast and split your pants as you've shrugged them on. A bird drops a little gift on your suit jacket on your way to the station and you step in a warm pile of dog-babies as you cross the street. A bad start to the day for sure, but nothing compared to the kind of day Taneo and his family – the stars of *Incredible Crisis* – are having. UFO invasions, runaway wrecking balls and masked bank robbers all appear to test your button-bashing skills.



HONEY I'M HOME!

The game is made up of many and varied mini-games in the *Bishi-Bashi* style, but linked with cut scenes that tell the story of each family member's struggle to make it through the day. The games are mostly simple but tricky to master and, with limited lives and no continues, you'll be playing through the early sections over and over. Good job that they are all a top laugh and great fun to revisit.



EN-CREY-AR-BLUH!

Incredible Crisis looks all set to prove originality isn't dead. Everything about the game, from the superbly stylised graphics to the ingenious mini-games, is wildly funny and fresh in that mad way only Japanese games can be. The insanity and variety in the challenges, ranging from balancing on a flag pole to getting out of the lift without being clobbered by falling masonry, make this incredibly addictive and an absolute blast to play. It throws up new ideas like confetti at a wedding and is big enough to provide muchos crazy fun for your coin. *Crisis* is already a CVG office favourite and once you clap eyes on its nutso charms, chances are it'll be your favourite too.

CVG RECKONS

It's only one-player but it's off-beat and massively playable and looking so very, very good.

END

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This holo Mew card can only be found at stores that feature the **Pokémon**™* TCG League.#

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Basic Pokémon
Mew
50 HP
New Species Pokémon. Length: 1' 4", Weight: 9 lbs
Psywave Does 10 damage times the number of Energy cards attached to the Defending Pokémon.
Devolution Beam Choose an evolved Pokém
(your own or your opponent's). Return the highest St
Evolution card on that Pokémon to its player's han
That Pokémon is no longer Asleep, Confused,
Paralyzed, Poisoned, or anything else that might be
result of an attack (just as if you had evolved it).
Poké

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5 SETS

SILVER GAME BUNDLES

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Silver, Dreamcast's second ever RPG, oozes style. The game is cinematic with wide panoramic shots and lovely visuals. Feel part of the magic with this *Silver* kit. We have five bundles of T-shirt, glossy poster, neck chain, baseball cap and a copy of the game.

Question 1: True or False: Silver medals are the first prize in athletics?

SILVER
SILVER
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Question 2: What does "SLR" stand for on SLR cameras?

1 SET

THUNDERBIRDS SET

Vivid Imaginations **£75.00**

Thunderbirds are go this holiday season, with remastered re-runs, videogames and these ace toys to confound your senses. We have one set up for grabs, comprising an electronic Tracy Island, complete with sound samples and lights and three foot-high action figures. Mmmm... stringy.

Question 4: Name Lady Penelope's chauffeur.

2 TO WIN

ELECTRONIC TALKIN' STEVE AUSTIN ROOM GUARD

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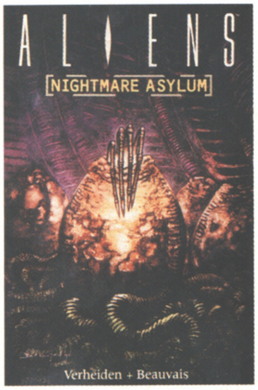
"You can't come in until Stone Cold says so!" And he really does say so. Protect your room from little sisters and scare the dog with this electronic – and very loud – room guard. Trip his infra-red laser and he spouts one of several pre-programmed phrases. What a scary dude.

Question 3: True or False: Austin is a place in Texas?



10 TO WIN

ALIENS NIGHTMARE ASYLUM

TITAN BOOKS **£11.99**

If *Alien Resurrection* on PlayStation has whet your appetite for more face-hugging action, then check out the series of graphic novels. We've got copies of Aliens: Nightmare Asylum to give away to strong-stomached readers. Perfect bedtime reading.

Question 5: In the Aliens movies, which actress plays Ripley?

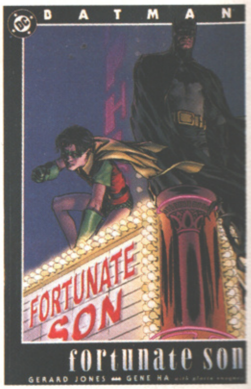
10 TO WIN

BATMAN: FORTUNATE SON

TITAN BOOKS **£9.99**

Fortunate Son is a stunningly drawn book and a gripping read. It's a rock 'n' roll story that divides Batman and Robin as rocker Izaak Crowe casts his musical spell through the streets of Gotham City.

Question 6: True or False: Batman is also known as the Man of Steel?



This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. You get loads of chances to win – just fill out the coupon with your answer to each question and we'll make a different draw for each prize.

SILVER
SEGA

1 TO WIN

SILVER-BRANDED DREAMCAST

INFOGRAMES **£199**

Dreamcast is beautiful. But if you want a machine with more colour, check this out. Not content with giving away cool game bundles, Infogrames have given us this swish *Silver*-branded Dreamcast to forward on to a lucky reader. They love you, but not as much as we do.

Question 7: True or False: Infogrames is a French company?

1 TO WIN

MPRESS3 MP3 PLAYER

PHILEX ELECTRONIC **£179.99**

MP3 magic supplied courtesy of this sexy little personal stereo. Has 32MB memory and as well as listening to your fave choons, you can use it as a dictaphone or it doubles up as a portable hard-drive for your PC files. The future is here.

Question 8: Name the internet site fighting a legal battle right now for letting people download free MP3s.

REC
ERASE
MODE
MP3

5 TO WIN

GAME BOY CAMERA LINK

MAD CATZ **£14.99**

If you love your Game Boy Camera but keep running out of paper, don't fret – Mad Catz has the solution. By attaching this magic cord to your kit you can save GB images onto a PC. From there, you can email 'em to buddies or stick 'em on the Net. Fantastiche!

Question 9: What do the letters "PC" stand for?

1 TO WIN

SLIPSTREAM STEERING WHEEL

WILD THINGS **£29.99**

A PlayStation steering wheel that's great value and great to use. Comes with a separate analogue pedals unit. The wheel section suckers nicely to a table top and the shoulder buttons under the wheel work beautifully. Win it now!

Question 10: Complete the lyric: Row, row, row your boat...

SOULBRINGER
SOULBRINGER
SOULBRINGER
EPIC
MAGIC
DEMONIC
SOULBRINGER
EPIC
MAGIC
DEMONIC

5 TO WIN

SOULBRINGER GAME BUNDLES

INFOGRAMES **£80**

More RPG goodies for you, this time with PC epic *Soulbringer*. The bundles include: temporary tattoos, glossy poster, T-shirt, a copy of the game and a trendy bag. You won't find these bundles in stores, so get posting.

Question 11: Who is known as the "Godfather of Soul"?

WINNERS UPDATE – ISSUE 224

HOTROD ARCADE PC STICK
Elliot Gray, York
VERTIGO VISIONS
Pete Lambeth, Birmingham; Terry Johnson, Staffs
STARRCADE
Mr S Reynolds, Bristol; Paul Vine, London; Brian Rogers, Cowes; Francis Wong, Cleveland; Andy Todd, Staffs; Robert Mullen, Kent; Jonathan Craft, Ayrshire; Rob Milne, North Lincolnshire; William Potter, Sussex; Dominic Reece, Dumbarton
KB2
Martin Hamm, Herts; Luke Jones, Halifax
SIMPSONS COMICS
Nick Ellis, Wolverhampton; Ben Hodgeson, London; James Lee, Wirral
EDGE-418 SPEAKERS SYSTEM
Simon Caroll, Milton Keynes
SAGA FRONTIER 2 FIGURE
Dean Reynolds, Cheshire
CLEARVOICE DIGITAL MICROPHONE
D Barber, Cornwall
BXS ROAD CHAMPS FINGER BIKES
Steven Broadbent, W. Midlands; Julia King, Kent; R Roberts, Dagenham; Matthew Simpson, Surrey; Dave Walker, Edinburgh; Mark Spence, Wales; Marcus White, Glos; Kelly Marsden, Derby; David Anderson, Manchester; Mike Dickinson, London; Craig Grice, Deptford; Daniel Powell, Bristol
GALERIANS
Susan Watson, Rotherham; Bob McVie, Fife; Randolph Babaan, Middlesex; Steve Marriott, Leicester; Bradley Midda, Essex; Jack Darby, West Yorkshire; Mr Cadette, London; Thomas Coleman, Huddersfield; Allan Dean, Scotland; Joe Stannard, Middlesex
FOOTBALL KITS
Steve Whittle, Lancashire; Jim Miles, Cambridge; Brian Reynolds, London; Mark Tutin, Warwickshire; James Lovatt, Sussex; Thomas Hudson, Walkden; Elliot Russell, London; Jack Darby, Yorkshire; Lee Davison, Tyne & Wear; Thomas Coleman, West Yorksire; Rob Craft, Sussex; Chris Gray, Staines; Tom Sletton, Great Agton; Matthew Orlinski, Wales

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 227, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answers out of the hat for each prize win. Entries close October 11.

1 ....
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11 ....

NAME: .... **AGE:** ....

ADDRESS: ....

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EMAIL ADDRESS: ....

EMAP Active Ltd may contact you about other offers, or pass your name address or email to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ☐

WORDS: DEAN SCOTT **PICS:** KENNY P

START SAVING NOW!

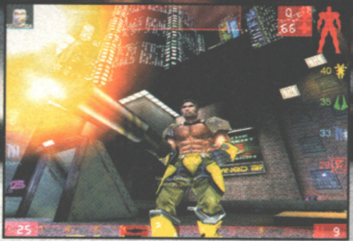
Our guide to the PS2 games worth busting the bank for

Sony says over 750 PS2 games will appear before the end of 2002. That's an awesome amount of software, but when are the games that are worth buying a PS2 to play actually coming out? In the first of a two-part feature, we list the titles we're most looking forward to as well as the launch line-up to help you decide if you should join the rush for a PS2 on Day One, or save your cash for when those killer titles surface.

MY
FIRST
PS2

THE LAUNCH GAMES

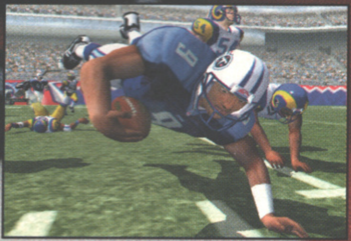
First it was September, then October and now we're promised PS2s on our shores on November the 24th. And even then you can only buy one if you get a pre-order in early enough at your local retailer. Every cloud has a silver lining, though, and at least the delay has allowed developers some extra time to get titles finished for the opening day. So check out this launch list and if you like what you see, gibber at will.



UNREAL TOURNAMENT

By: Infogrames

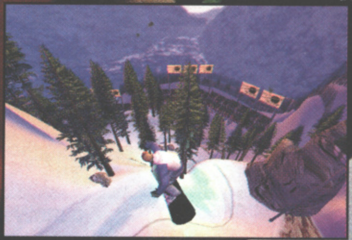
Awesome on PC, this looks every bit as good on PS2. An FPS with ingenious levels and a brutal arsenal of weapons plus four-player split screen mode. Net play is promised for the future



MADDEN NFL 2001

By: Electronic Arts

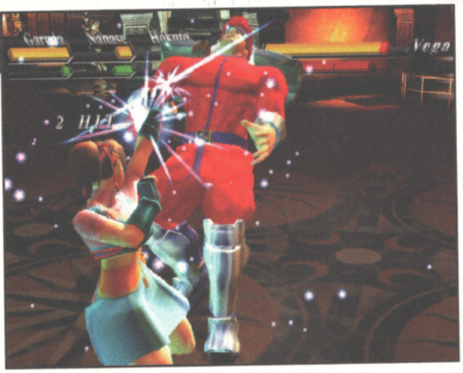
The bone-shaking realism afforded by PS2 meets Gridiron. The level of detail mirrors real life down to each player's individual equipment and referees dressed as magpies waving their arms around



X-TREME RACING SSX

By: Electronic Arts

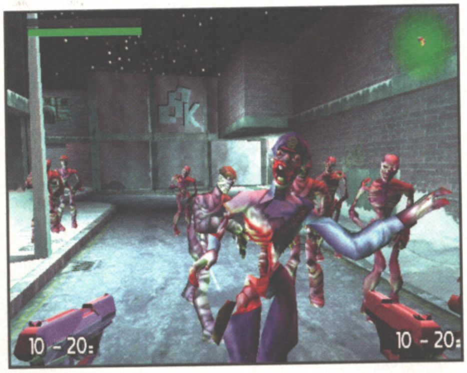
This looks so damn good you'll be lucky to get away from playing without going snowblind. Awesome levels, top tunes and fist fights add to the mix



STREET FIGHTER EX3

By: Capcom

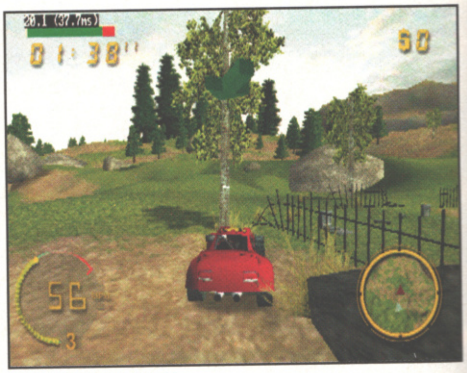
The only scrapper that made it from the Japanese launch battles into the UK line-up. It's not the 2D *Street Fighter* of old though – Ryu and chums are rendered up in glorious 3D and look all the better for it. The ball-busting all-action gameplay of earlier versions remains, and there's a cast of new faces alongside familiar fighters like Ken, Chun Li and Blanka. Go forth and cause multiple injuries



TIMESPLITTERS

By: Eidos

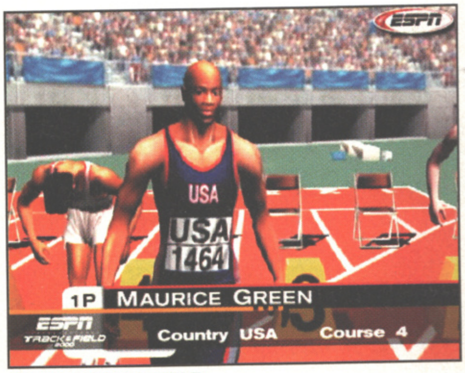
The team behind *GoldenEye* and *Perfect Dark* – the best console FPS games ever – defected from Rare to bring us this awesome looking shooter. You travel in time from 1935 to 2035 to frag baddies by the bus-load and thwart the mysterious TimeSplitters who are out to mess up Earth big time. A story-driven single player game is joined by a four-player split screen mode



SMUGGLER'S RUN

By: Take 2

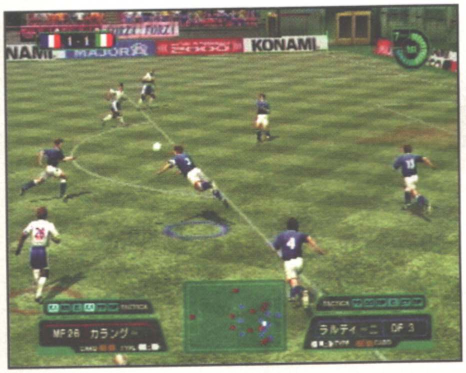
If you drive around in real life, you're not hindered by invisible walls and track boundaries. *Smuggler's Run* lets you loose in an all-terrain vehicle and gives you a whole landscape to tour at will. Your job is to deliver a variety of contraband under the noses of the police. Running packages across great swathes of brilliantly detailed countryside rocks big time. This could be a surprise hit



ESPN TRACK & FIELD

By: Konami

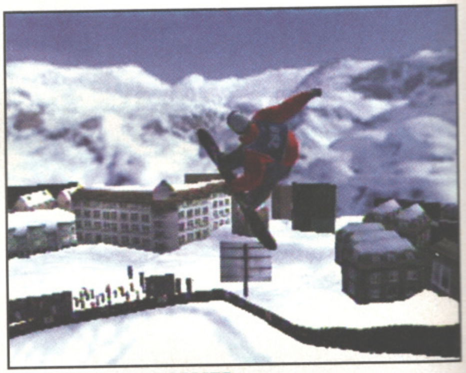
Want to see how the new PS2 pad stands up to a pounding? Then check out the latest in the ever popular *Track & Field* series. Guide your digital athlete through arm-mashing sprints and rhythm-testing gymnastics and everything else in between. Needless to say, the animations are first class and it looks a dream. Get the boys round and get sore fingers together for best results



ISS 2000

By: Konami

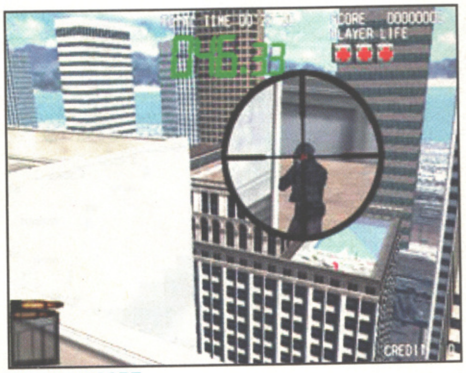
Football is God's own sport, and previous incarnations in the *ISS* series were like Jesus on a black disc. Nothing else has ever come close to matching the experience. When the PS2 version hits, the only thing it'll lack is the real player names, but the gameplay will be spot on which is what a good footy game is all about. *FIFA*'s going to have to work hard to beat it



ESPN WINTER X GAMES

By: Konami

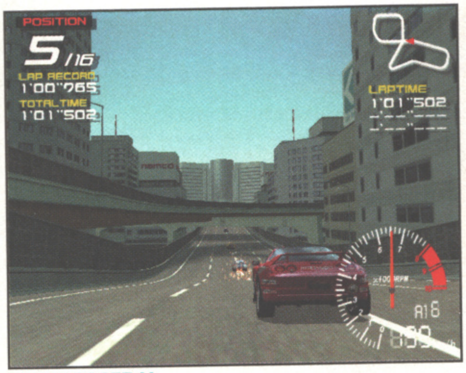
Snowboarding was big business on the PS, and two powder-surfing launch titles mean the trend is set to continue on PS2. This is looking hot and features all the real-life boarding superstars thanks to its licence from US TV sports big boys ESPN. Downhill, half-pipe, tricks tournaments, it's all here. They've even modelled the riders to include the right shades and boots for each one



SILENT SCOPE

By: Konami

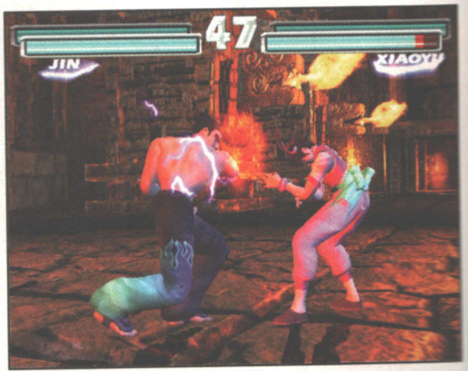
One of the best coin-ops of recent times is this sniper bonanza. You're given a vantage point on top of a skyscraper or a police chopper and pick off terrorists from range in your role as a police marksman. When the goons are capped you move onto boss characters in choppers or behind human shields. It's a great twist to the gun game genre and it's looking like a class launch title



RIDGE RACER V

By: Namco

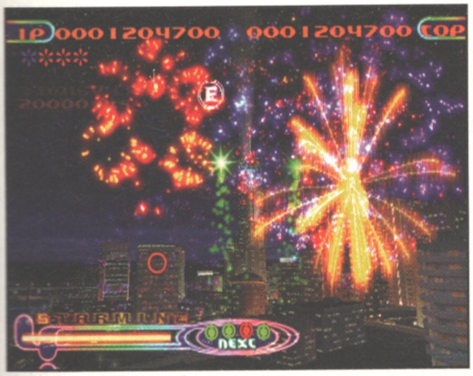
The *Ridge Racer* series can't be matched for nerve-shredding arcade thrills. It doesn't take you under the bonnet of the motors but it does give you one hell of a rush. This latest version doesn't break any new ground but refines everything that made the others great. Blinding top speeds, ludicrous powerslides and utterly gorgeous raceways are the order of the day. And it's damn noisy



TEKKEN TAG TOURNAMENT

By: Sony

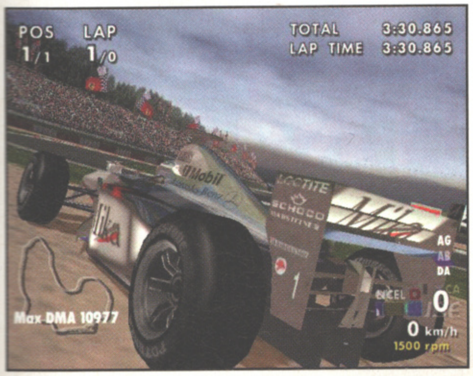
The arcade version of *Tekken Tag* took the best bits of *Tekken 3* and added in a tag system. If you were taking a shoeing, you tagged in your second character to bail you out. It was very tasty. The good news is the PS2 incarnation is a perfect conversion. You get a 'best of' line-up of *Tekken* characters and a new face too. Plus the blinding *Tekken Bowl* sub game's there to be unlocked



FANTAVISION

By: Sony

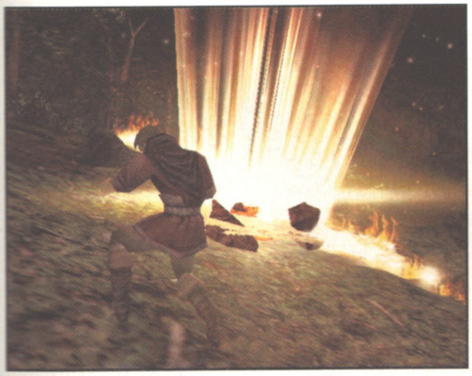
Many critics' choice as the star of the Japanese launch, *Fantavision* will soon be lighting up UK screens. It's a fireworks simulator that looks beautiful and plays as frantically as any puzzler. We PAL gamers get the added bonus of a two-player mode, which might solve the longevity problems of the original Jap version. The replay mode is awesomely tranquil. So chill out, dude



F1 RACING CHAMPIONSHIP

By: Ubi Soft

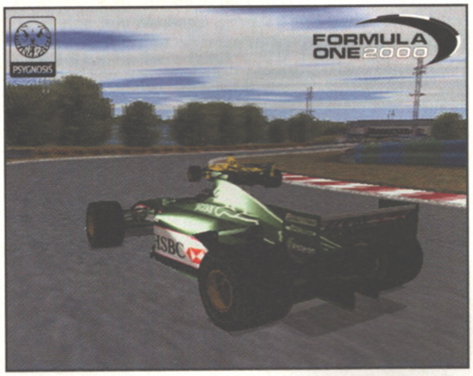
We've played the PS version of this racer, and it cut down on the sim content to make a more fun F1 experience. Sadly the team data will be a year out of date if it follows the PS version exactly, but it will look substantially better. So for those who want less of the pit stops and more of the rubber burning, this is looking like a pretty strong contender in the PS2 launch line up



SUMMONER

By: THQ

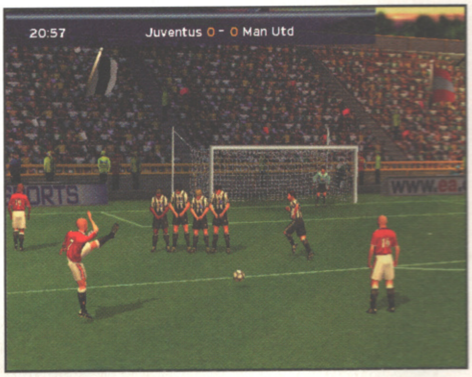
An action RPG that's set to have goblin-fanciers panting from day one. The lead character Joseph is on a quest for the Ancient Rings, which isn't unusual. But the fact that he can summon up vicious beasts and demons along the way when he needs them is. The visuals are super slick, and the 'summoning' effects make for some stunning moments of magical pyrotechnics



F1 2000

By: Sony

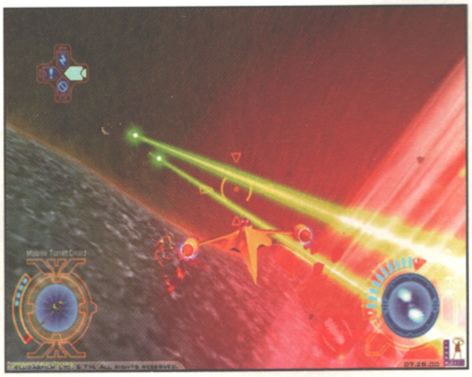
Videogame F1 is always much better than real-life. You can take Schuey off at the first corner with no remorse and actually overtake another car. Sony's launch F1 game will have the current season's stats and drivers, but look more like the real thing than ever before. And you can be sure the greater drawing power of PS2 will make that speed rush more intense than ever



FIFA 2001

By: Electronic Arts

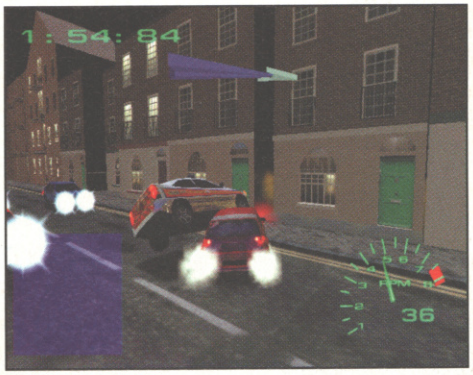
FIFA remains the fan's choice of footy game, topping the league season after season on sales. The UK version is being tweaked so the players actually look like the people they're meant to be. All the teams are in there with up-to-date players' names, and the control system remains easy to pick up. Four gamers can play together, and, though we always love *ISS*, this is looking particularly sexy



STAR WARS EPISODE ONE: STARFIGHTER

By: Activision

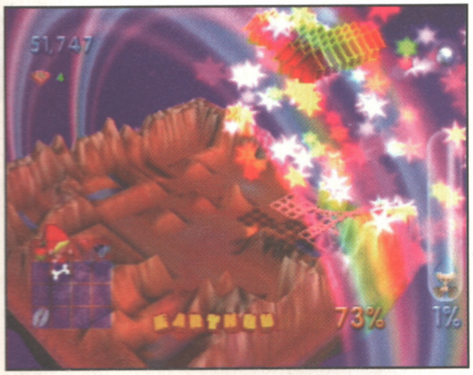
Do you want to wage war in meticulously detailed Star Wars spacecraft? Of course you do. *Starfighter* looks set to soothe the disappointments of the Phantom Menace movie by offering up an Episode One gaming experience packed with excitement. Wage wars in space and over planet surfaces at hyper-sonic speeds in your Naboo Fighter, X-Wing and a host of other battle craft



MIDNIGHT CLUB

By: Take 2

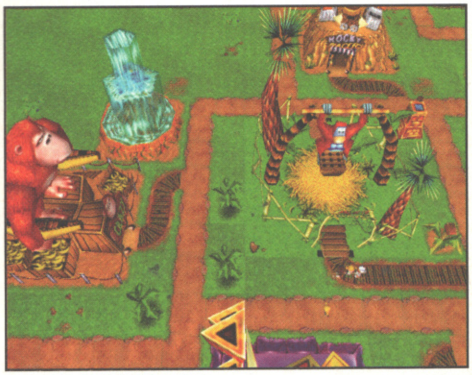
Ever fancied scorching round the streets of London at night in a sportscar? *Midnight Club* encourages caning it across the world's most beautiful cities like a absolute maniac. You're free to find your own way around as you race, and you can take in the famous landmarks en route. One word of caution – watch out for the law. They don't tend to like people driving at near suicidal speeds



AQUAQUA

By: SCI

Few of the follow-ups to *Tetris* made as big a splash as *Wetrix*, *Aquaqua*'s little brother. The idea is to catch falling rain water by building wells with blocks that fall out of the sky. You can evaporate the water away with fireballs, and each drop you spill sends you nearer the Game Over screen. The versus mode is a special treat, as you attempt to stitch up your mate up by attacking his wells



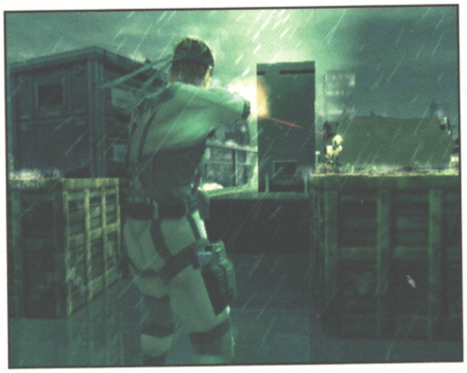
THEME PARK WORLD

By: Electronic Arts

Theme Park World takes the whole *Theme* franchise to the next level with real physics on the rollercoasters, increased complexity in the AI of the little tykes running around the parks and the hi-res graphics you'd expect from any PlayStation 2 game. With 14 Ultimate Rollercoasters and an intuitive interface (not to mention the chance to make kids chuck up), and this should sell well

IN THE PS2 PIPELINE

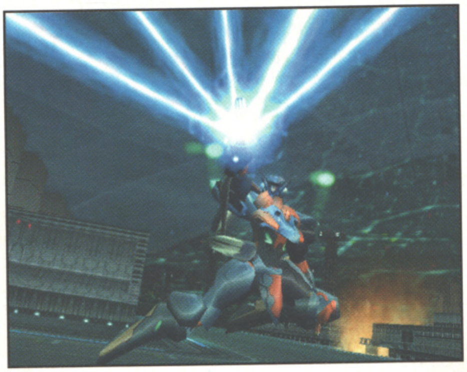
If there's not enough in the launch line-up to tickle your fancy then don't worry, because you only need to take one look at what's in the offing over the next year to get very excited. Here are nine of the best that everyone will be talking about.



METAL GEAR SOLID 2

Expected: Late 2001. By: Konami

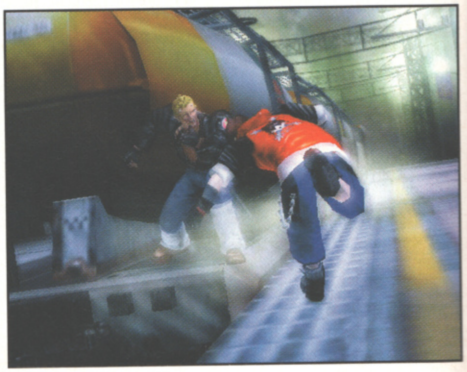
The most anticipated title in videogame history? The video of the sequel shook the gaming world when it premiered at US game show E3. You'll be hearing much more about this one...



ZONE OF ENDERS

Expected: April 2001. By: Konami

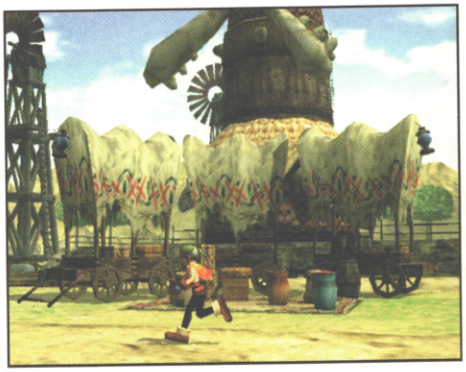
Metal Gear gurus, Hideo Kojima and Yoji Shinkawa, are behind this mighty robot combat number. Spectacular graphics and wild mechanised battles are on the menu here



THE BOUNCER

Expected: Winter 2000. By: Square

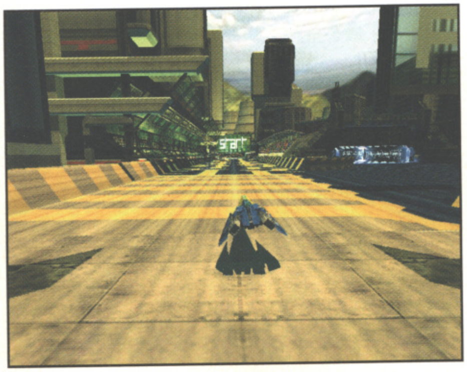
This is set to be a tantalising blend of heavy-duty pugilism and hardcore RPG exploration. The team behind it are famous for fighting games and let's face it, Square doesn't often shoot blanks



DARK CLOUD

Expected: TBA. By: Sony

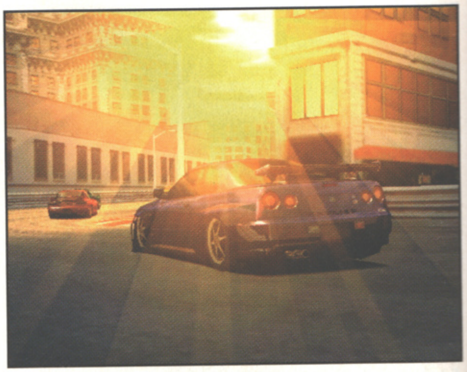
Dark Cloud might just steal *Zelda*'s crown of Best Action RPG. Roaming gameplay dynamics with the power of PS2 set in worlds you build yourself could be more potent than a can of Special Brew



WIPEOUT FUSION

Expected: 2001. By: Sony

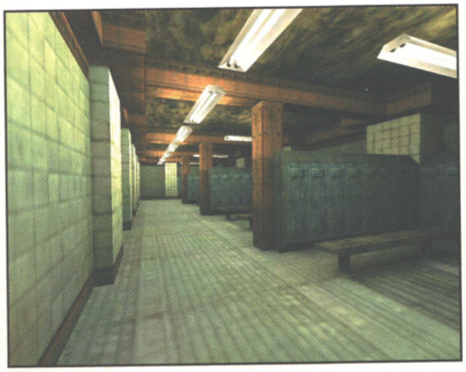
Remember the game that made PlayStation cool? It's back on PS2 and looking sweet-as-hell for it. Expect more lightspeed future racing, and more bangin' tunes than an Ayia Napa DJ could handle



GRAN TURISMO 2000

Expected: January 2001. By: Sony

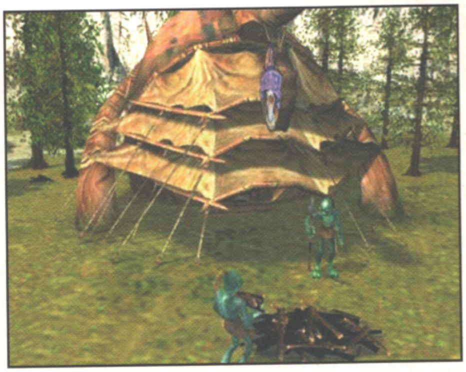
Many people's choice as the finest racer ever is coming to PS2 with car and track detail light-years ahead of the chasing pack. In this update you rip real looking cars through real looking cities



THE WORLD IS NOT ENOUGH

Expected: Winter 2000. By: Electronic Arts

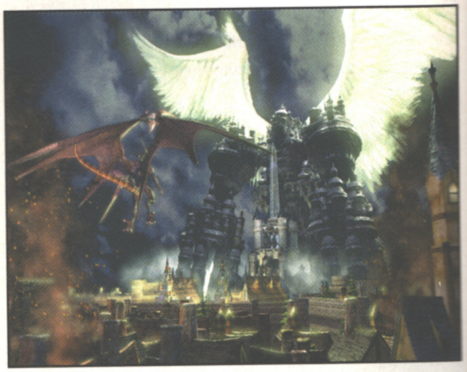
Everybody wants to be Bond, and this PS2 agent-fest runs on the *Quake 3* engine for maximum visual sauce. There'll be gadgets, guns, babes and baddies. All that's missing at the mo' is you



MUNCH'S ODDYSEE

Expected: TBA. By: Infogrames

Abe's PS2 debut sits right on the cutting edge of gaming. Abe springs Munch from a test lab sparking off an adventure in a world populated with hundreds of characters going about their business



FINAL FANTASY X

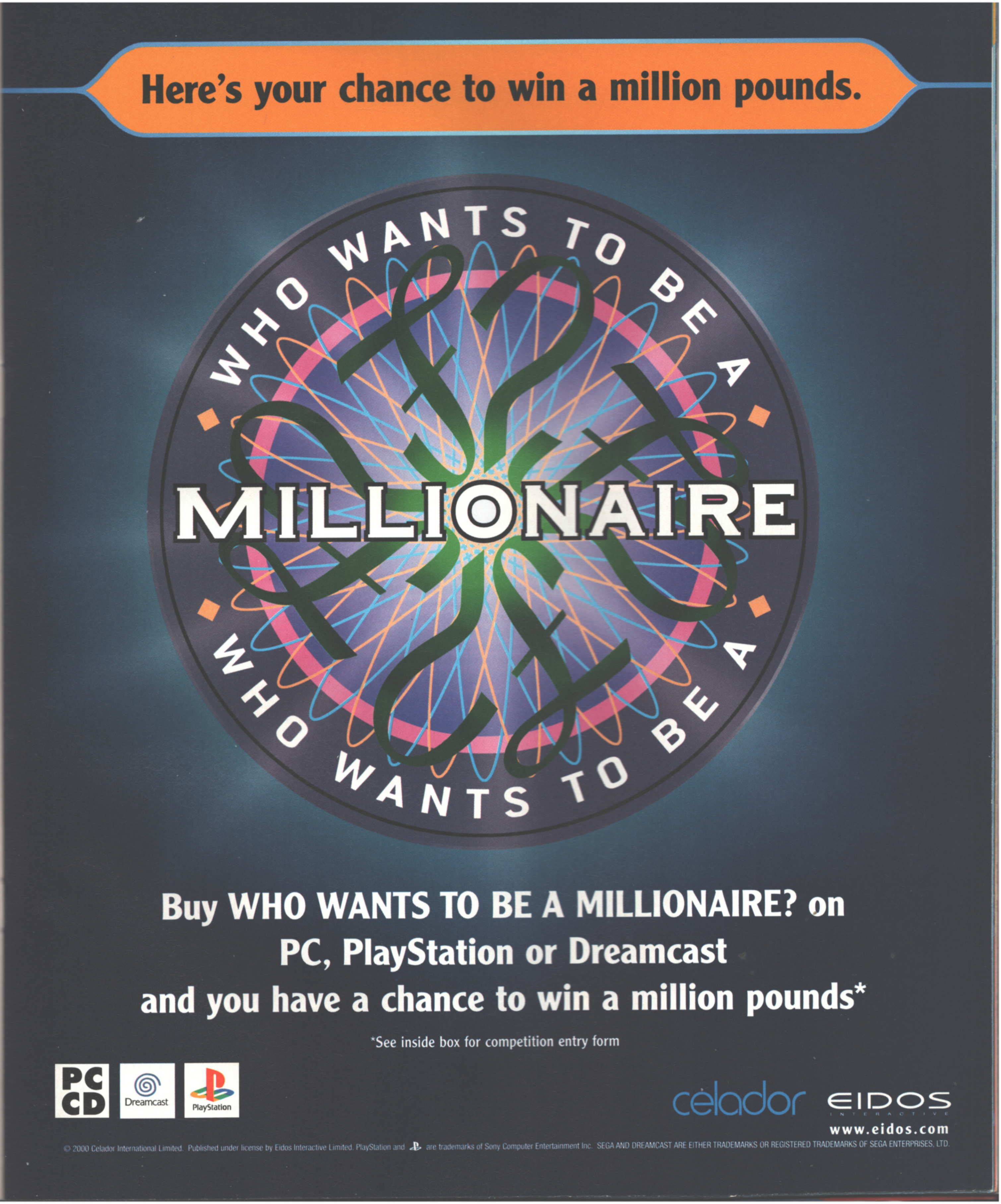
Expected: 2001. By: Squaresoft

Details on the tenth *FF* game are sketchy, but some degree of internet connectivity is certain. It'll be large, and might even be the first PS2 game to come on multiple DVDs. *FF11* will be fully online

CVG RECKONS

News that PS2's UK launch has slipped is gutting, but at least it means there'll be more games on the shelves when it does arrive. There's no doubt the UK launch line-up is far more tempting than Japan's and that there's some quality games in there, but is it enough to make you buy a PS2? The debate continues. Tune in next month for the inside line on peripherals, PS2's hard drive and loads more.

Here's your chance to win a million pounds.


WHO WANTS TO BE A
MILLIONAIRE
WHO WANTS TO BE A

Buy WHO WANTS TO BE A MILLIONAIRE? on PC, PlayStation or Dreamcast and you have a chance to win a million pounds*

*See inside box for competition entry form

PC CD

Dreamcast

PlayStation

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YOUR TIPS

This is the bit of the mag where we pay you a tenner for playing games that you love. Just cane your favourite title, come up with some cool tips and send them in. Every reader who gets their tips printed is sent a nice, crisp brown lady.

EASY

TIP OF THE MONTH

Dreamcast

■ TONY HAWK'S PRO SKATER

Want your name in lights? Want to be the envy of your mates? And get a free game for your troubles? Ronnie Swan of Fife has got all these things now as his superb skateboard cheating for the freshly released and stunning looking Dreamcast version of Tony Hawk's Pro Skater has won him the tip of the month spot. Getting jealous? Think you can do better? Then pull your finger out and get gaming. Come up with some top tips, write in to Easy Money and you might make yourself a very happy bunny too. And Ronnie, a crisp new copy of V-Rally 2 is skidding it's way to you as you read this.

SCORE 70755
SPECIAL
0:22
475

Cheat your way into getting all tapes, levels and locations with Ronnie Swan's cool tip. Tricks 'n' stunts games never looked so good

UNLOCK EVERYTHING: This wicked number will give you 50 Tapes with each character, all the stages and all the boards. To get it, start a game and pause. Then hold the Left Trigger and press B, Right, Up, Down, B, Right, Up, X.

SECRET CHARACTER: Start a game using Officer Dick. Pause the game and hold the Left Trigger. Press Y, Up, Y, Up, B, Up, Left, Y. Quit the game and begin another. Officer Dick will now be replaced by Private Carrera. Take note, if you try to restart a session the game will crash.

STATS AT 13: Start a game and pause. Hold the Left Trigger and press A, X, X, Y, Up, Down.

SPECIAL METER ALWAYS FULL: Start a game and pause. Hold the Left Trigger and press A, Y, B, Down, Up, Right.

SLOW MOTION: Start a game and pause. Hold the Left Trigger and press X, Left, Up, X, Left.

PLAYSTATION

■ PARASITE EVE

The vicious survival horror adventure that is Parasite Eve 2 has hit the streets and by the sound of your letters you are all loving it to death. Here's a handy selection of the best tips and cheats from the reams of stuff you sent in. A thousand thank yous go out to David Poussin of Ware.

UNLIMITED MEDICINE: Day 3: Selection. Just after the battle with the NYPD 17th District where Torres dies, leave the precinct. Come back again, visit the weapons room and check the chest at the top right of the room for this health-tastic boost.

INFINITE BULLETS: In the NYPD, go downstairs and enter the left door. There are bullets in a box near the counter. Exit to the New York map and re-enter for more bullets. Repeat as many times as is necessary.

EASY REFILL: In battle, change your armour then change back again and it'll return you to normal mode letting you access your items.

■ FF8

Final Fantasy VIII is so massive you may have missed these Guardian Forces, but Wayne Thatcher in Stevenage hasn't. Thanks for the knowledge dude.

HIDDEN GFs: Get the hidden GFs in this order.

DOOMTRAIN: Get the Solomon ring from Tears Point. Now get 6x Remedy+ using Alexander's Med Lv Up ability on Normal Remedies.

CACTAUR: Go to Cactaur Island and walk into the Cactaur there. Use Doomtrain to cause status changes and cast Protect, Regen and Aura on the whole party. Now use Limit Breaks, Meteor, Ultima and your most powerful GFs to finish it off. It has around 29,000 HP.

BAHAMUT: Go to the Deep Sea Research Centre (hidden in the bottom left of the map). Walk only when the light is flashing until you get a message saying 'you have received the resonance'. Press X in front of the blue object and you'll fight the Ruby Dragon. Win and reply 'never'. Fight him again and select 'it's in our nature'. You will then fight Bahamut.

TONBERRY: Defeat Odin, then fight 20 Tonberrys in the Centra Ruins. Defeat the last one and the Tonberry king appears. Use Protect, Regen and Aura to help you win.

EDEN: Return to the Deep Sea Research Centre. Go down the hole, get 16 Reserve Steam Pressure points from the RSP machine. Go to the first floor. Use 2 RSP on the machine, go down and use 4 RSP on the machine under the stairs and enter the door on the left. Get 7 RSP from the machine, return and use 1 RSP on the machine. Keep using 1 RSP until you reach the bottom floor. Save and use the remaining 10 RSP on the machine. Now fight Ultima Weapon. Use Angelo Reverse, Aura and Mighty Guard while Quistis draws Eden from this horrific beast to eventually beat it.

GAME BOY COLOR

■ BLASTER MASTER: ENEMY BELOW

Drive around in a tank and blow the hell out of evil enemies in this manic shooter that you must have if you like obliterating things.

LEVEL	PASSWORD
1	E6C3D3KF
2	E6D3D3KG
3	E7C3D3KH
4	E7D3D3KI
5	F6C3D3KQ
6	F6D3D3KR
7	F7C3D3KU
8	F7D3D3KT

Be the master of all blasters by sneaking to any level with the help of these level passwords

MONEY

NINTENDO 64

■ PERFECT DARK

Thanks to Saul Williams in Carlisle for help in knowing how to unlock these hidden goodies.

CLASSIC WEAPONS: To get the weapons from the great *GoldenEye*, win all Golds with all weapons in the firing range. AK-47s and Klobbs – how cool is that.

SECRET LEVELS: MR BLONDE'S REVENGE – do all levels, Agent difficulty. MAIAN SOS – do all levels, Special Agent. WAR! – do all levels, Perfect Agent. DUEL – Find all weapons in the solo missions and get at least Bronze in their Firing Range challenges.

COMBAT SIMULATOR EXTRAS:

UNLOCKED EXTRA	CHALLENGES TO COMPLETE
Grenade	1
Farsight XR-20	1
Complex arena	1
Shotgun	2
Hold The Briefcase	2
Falcon 2 (Silencer)	2
Warehouse arena	3
Pistol one hit kills	3
Superdragon	4
Capture The Briefcase	4
Laptop gun	5
Ravine arena	5
Remote Mines	6
Temple arena	6
Tranquiliser	7
Falcon 2 (Scope)	8
Slow Motion	8
Reaper	9
G5 Building arena	9
Cloaking Device	10
Devastator	11
Temple Explosives	11
Grid arena	11
Proximity Mine	12
Felicity Arena	12
Slayer	13
Phoenix	14
Villa arena	14
Combat Boost	15
Mauler	16
Cloaking device	16
Sewers arena	16
Callisto NTG	17
Car Park arena	17
Crossbow	18
Base arena	18
RC-P120	19
DY357-LX	20
Fortress arena	20
N-Bomb	21
Laser	22
Ruins arena	22
X Ray Scanner	23

DREAMCAST

■ POWER STONE 2

Following hot on the heels of the first, Power Stone 2 continues to break apart the usual perceptions of beat 'em ups. Cheers to Imahn Khan of Salisbury, Wilts for these hidden nuggets.

NEW LEVELS: Beat the game with all characters, including the two hidden ones, and you'll gain access to three secret levels by moving the cursor off screen at the Level Choices menu.

PLAY AS HIDDEN CHARACTERS: If you fancy some new hard-nuts to beat the hell out of then complete the game in Arcade mode with all the characters to earn the use of Pride and Ann.

■ WACKY RACES

Justin Reese from Cobham says his favourite character in* Wacky Races *is haunted house car Creepy Coupe. Apart from that, he's sent us these cheats to sneakily gain all the best cars, tracks and abilities.

ALL ABILITIES: Enter the code BARGAINBASEMENT.
ALL TRACKS / CHALLENGES: Enter the code WACKYGIVEAWAY.
EXTRA DIFFICULT GAME: Enter the code CRACKEDNAILS.
ALL VEHICLES: Enter the code WACKYSPOILERS.

PC CD-ROM

HELL BOVINE

The Secret Cow Level. Is there a special UK-only Mad Cow level?

■ DIABLO II

OK, OK, so Blizzard messed up with their Battle.net servers when this launched but all that time in channels chatting to other players paid off with this little gem from Paul Stakis in Derby, The Secret Cow Level. No, it's not a spoof like in* Diablo 1 *(though how we laughed every time we convinced online newbies to take all their armour off and run clockwise around the cows in Tristram!).

SECRET COW LEVEL – Kill Diablo in Normal mode, then start another Normal game. Go to the destroyed Tristram level, get Wirt's leg off his corpse in the top left corner, put that in your Horadric Cube along with a tome of Town Portal and hit the transmute button. Ta-da! A special red town portal opens in the Rogue's Camp, and it's rawhide time for you. Just watch your butt – they're absolutely everywhere, quite tough to kill, and are accompanied by amusingly bad cow sound effects. They drop loads of gems though, so clear the whole level before trying Nightmare.

■ VAMPIRE: THE MASQUERADE – REDEMPTION

After a long history of movies, the idea of being a vampire seems to appeal to many, not least our Les (now, now, that was cheap – ed). Another Vampire wannabe is Bill Trendle in Maida Vale, who has sent us these blood curdling bits.

CHEAT CODES: Before you load the game up, enter your program files for *Vampire: The Masquerade* (usually in the C: Drive). Add '-console' after the name of the vampire.exe. Start a game and press the tilde key (~) to bring up the console. Then enter the following codes for the cheats.

Effect	Code
God mode on	god 1
God mode off	god 0
Extra experience	xp— (fill in experience amount)
Extra money	cash— (fill in dollars)
Give full health	revive
Add item	addthing—(fill in item)

GOTTA SNAP 'EM ALL

All the Pokémon, Special Shots and Secret Signs made easy

WORDS: ALEX C **SCREENSHOTS:** ALEX C & ROSS THE BOSS

THIS MONTH: Pocket piccies

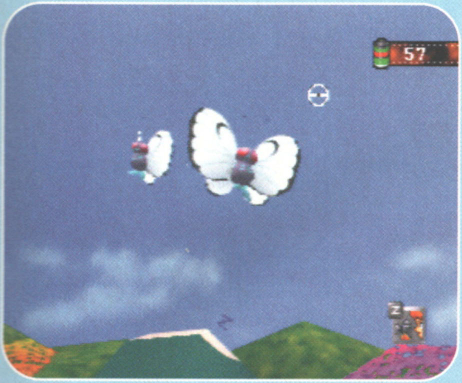
Play *Pokémon Snap* for five minutes and we guarantee you won't be able to put it down. This has to be the first game where you shoot monsters with a camera and not armour piercing bullets. Welcome to the N64's first snap 'em up. In this bursting 10-page guide we'll show you how to get high-scoring pictures of all the game's 63 Pokémon as well as showing how you open up the secret Rainbow level where you catch Mew. Here we go...

1: WHAT A PICTURE

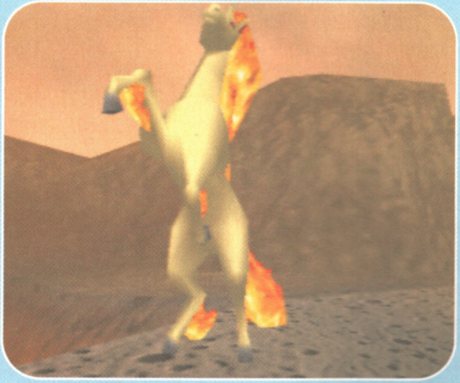
The basics you'll need to become a premier Pokémon paparazzi

EARNING BIG POINTS

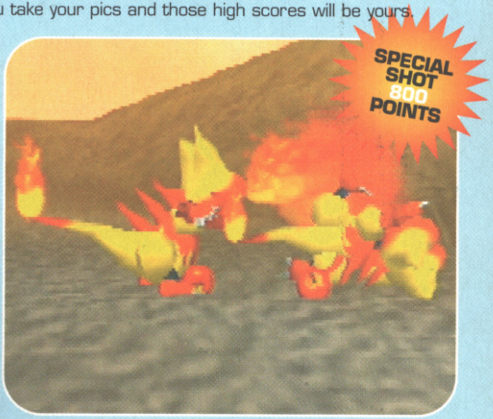
When presenting a picture at Professor Oak's lab, you'll be awarded points depending on a whole host of different factors. Learn what you need to be thinking about when you take your pics and those high scores will be yours.



TECHNIQUE AND GROUP SHOTS: Make sure your subject is in the centre of the screen. Do so and the Professor will double your score. If it's off to the side, you'll get nothing. If you catch more than one of the critters on screen at the same time you'll get extra points



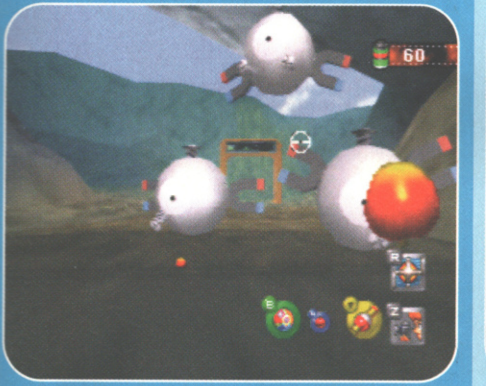
SIZE AND POSE: The closer the Pokémon is in your pic the more points you'll earn. Make sure none of it's out of shot. The Pokémon must be facing the camera or you'll get nothing. If they are doing a pose – like Rapidash on it's hind legs – you'll score higher



SPECIAL: You won't get a bonus under this category very often as it only applies to some of the rarer Pokémon shots. There are 12 of these in all and you'll see a red star with the points value of the shot for each one in the guide.

EXTRA ITEMS

A camera on its own isn't enough to do the job. Here's how to get those extra bits to make your life easier

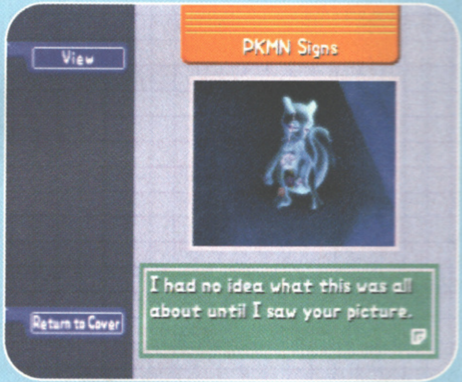


Oak will give you apples when your report scores over 14,000. Throw apples at Pokémon for different reactions. Get Pester Bombs on level four which destroy some Pokémon and annoy others

After finding your first Secret Sign, you'll get the Poké Flute. Some Pokémon love its music, others don't. Get the Dash Engine at Oak's secret penthouse at the end of the Valley stage. Use it to rush over to far away Pokémon and get closer shots

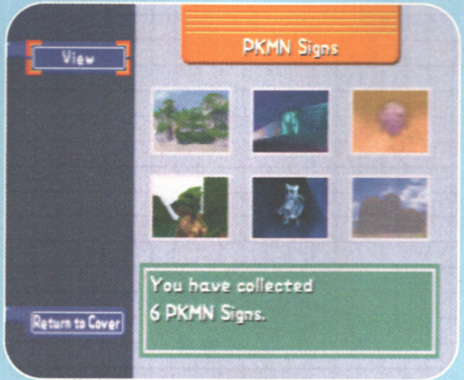
SECRET SIGNS

You can't access the Rainbow level until you've found Oak's penthouse and learned about the Secret Signs



I had no idea what this was all about until I saw your picture.

Look at the Snapthrough for the Valley Stage and you'll read how to find Professor Oak's secret penthouse. He'll congratulate you for finding all the levels and for your sterling work. But there's more

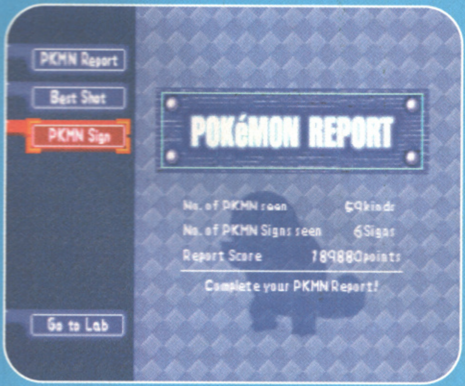


You have collected 6 PKMN Signs.

To access the final Rainbow level, you need a photo of each level's Secret Sign. These are natural objects shaped like Pokémon but are unfortunately often hard to find. You won't be able to identify them until you've reached Oak's penthouse

CHALLENGE MODE

Even when you've completed *Snap* the fun doesn't stop. You'll unlock a whole new game mode to try out.



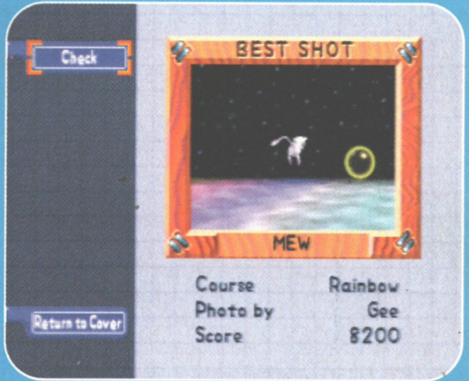
No. of PKMN seen 59kinds

No. of PKMN Signs seen 6Signs

Report Score 189880points

Complete your PKMN Report!

When you've found all 63 Pokémon and watched the closing movie, you'll open up the Pokémon Scores Challenge mode. Now you have to play each of the levels against scores set by other Snappers



Course Rainbow

Photo by Gee

Score 8200

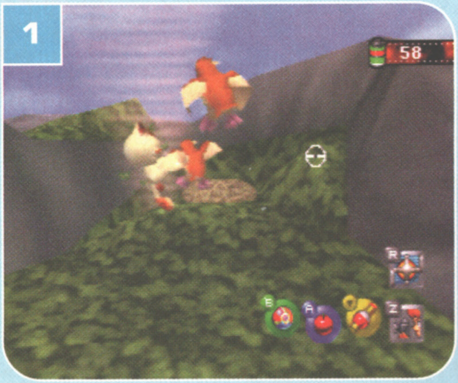
Every time you take a picture the game will determine how many points it is worth on the spot, then add them all up at the end. The only advice for success in Challenge mode is to take as many good pictures of every Pokémon on the level as you can. Good luck

MASTERCLASS POKEMON SNAP

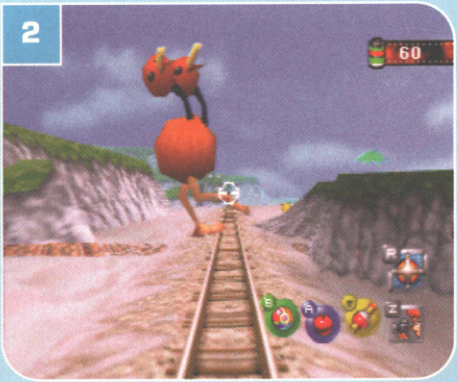
2: THE BEACH

See surfing Pikachu, jigging Meowth and Kingler's Rock

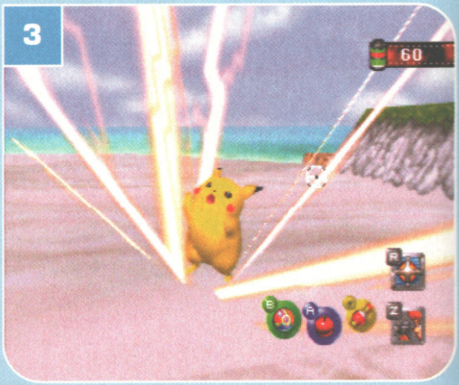
POKEMON TO SNAP: Pidgey, Doduo, Pikachu, Lapras, Snorlax, Meowth, Scyther, Butterfree, Magikarp, Eevee, Chansey, and Kangaskhan



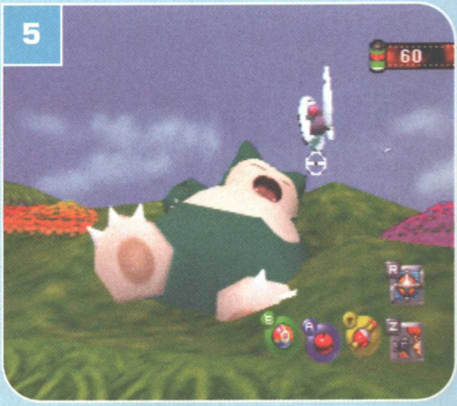
PIDGEY: These are the first Pokémon you'll see in the game and you'll find them all over the place on this level. To get a good snap of the ones you see at the start, turn around so that you move slower. Wait until some Pidgeys fly up behind you and when you've got three in the shot, with one nice and close, let the film roll



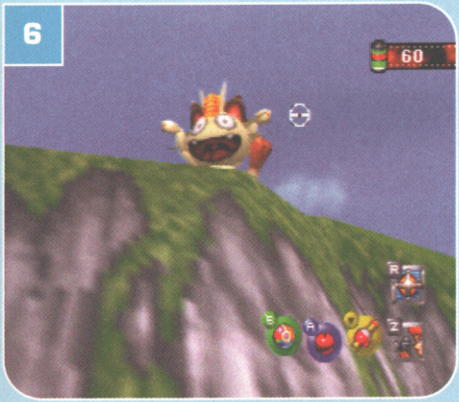
DODUO: You'll see him more than once, but right at the start of the level is the best time to snap the two-headed beast. When he jumps out of the blind corner and runs off, wait until he is right in the middle of your screen before you snap a shot. Get it right and you can score up to 3000 points with this piccie



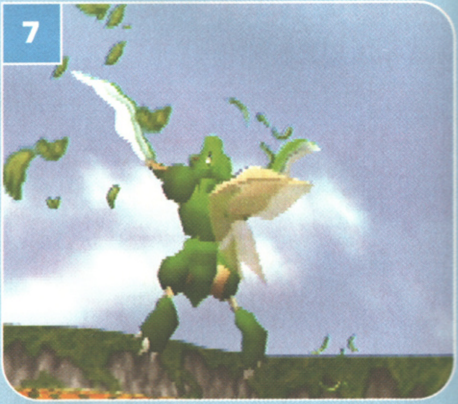
PIKACHU: Good old Pikachu is the most famous Pokémon you'll see in the game. When you do see him, play the Poké Flute to make the ickle critter do a Thundershock on the beach. But for mega pointage on him, as well as the way to find two hidden Pikas, see the Special Shots section at the end of this level



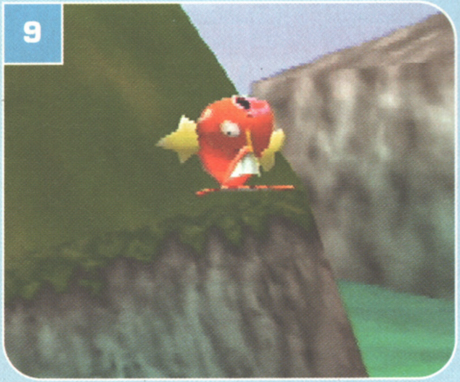
SNORLAX: You can't miss the big belly of this lazy cat, but Professor Oak will only accept pictures of it when it's awake. You've got two choices. Chuck a Pester Bomb at the fat layabout and it'll get a bit annoyed and scratch itself. Play the Poké Flute and it'll get up and dance. Both shots will get you good scores



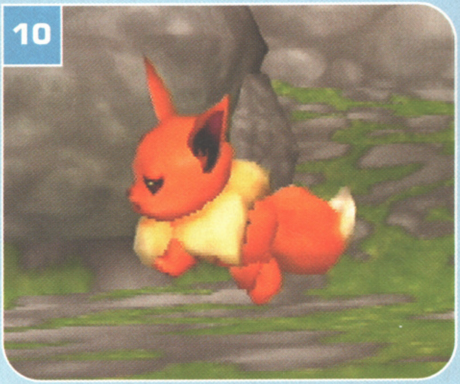
MEOWTH: After Snorlax on a ledge you'll see this catty creature. To get a really good shot first chuck a Pester Bomb to knock it off the ledge. When you get round to the other side and see him again play the Poké Flute. He'll start jigging around on one leg which is perfect for a point-laden snap though a little tricky to get centred



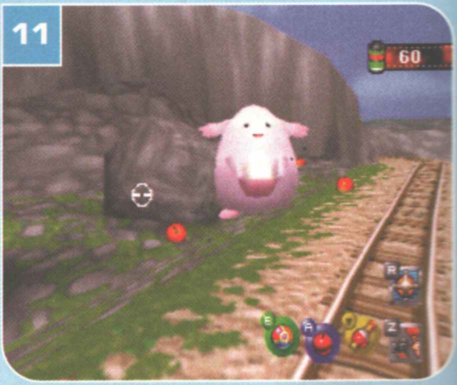
SCYTHER: Shortly after you find the Snorlax, you'll find a clump of plants with leaves getting rustled and thrown around. Keep throwing Pester Balls in there, and if you can hit where the leaves shoot up, Scyther will fly out, do a little slash attack and then fly away. Snap him in the middle of his slashing for a good pose bonus



MAGIKARP: When you pass over the water with the bridge, hurl Apples or Pester bombs into the river and one of these mad-eyed fish will jump out. The trouble is that it will only be in view for a split second so you the best idea is to fire off as many shots as you can to ensure you get what you want

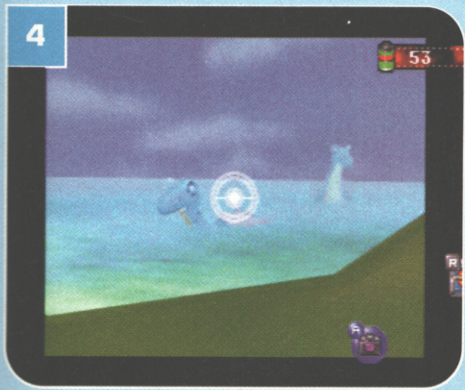


EEVEE: After the area of plants where you found Scyther, you'll come across Eevee running around some rocks. Play the Poké Flute here and he'll get all excited and jump around playfully. If you can get a good shot here you'll be awarded with some high pose points. And that can only be good news, don't you think?

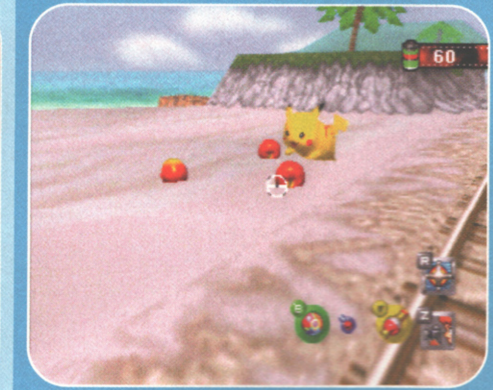


CHANSEY: The pink ball that Eevee is pushing around is actually Chansey. Throw an Apple or Pester Bomb at the ball and it will transform into a strangely fat, but very cute Chansey. You can throw Apples at it to make it happy or to face you if you need to. But for best results play the Poké Flute and make it dance a happy dance

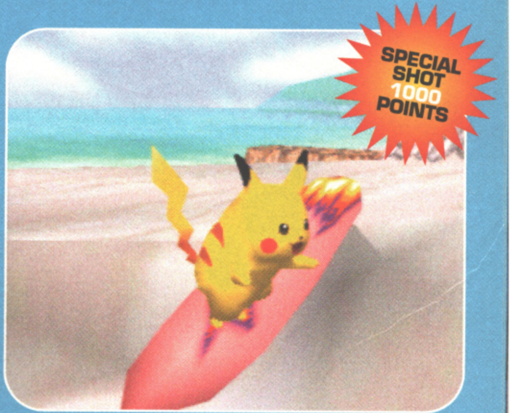
THE GOOD STUFF



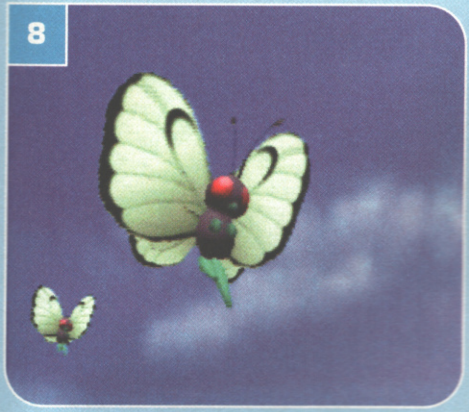
LAPRAS: At the start, after Pikachu, look to your right towards the ocean. Snap the Lapras you see there. Get him and two will appear just after Snorlax. Focus on the closer one. Snap these and then you'll see one after the bridge – get a pic. If you've got shots of all, three will appear at once in the spot where Kangaskhan is



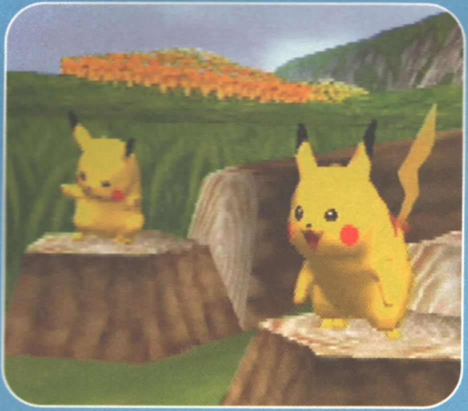
To find the special shots you'll learn to look for clues in the levels and here you probably noticed the surfboard lying on the beach near the beginning. The Pikachu hanging round here is a serious beach bum and if you've played *Pokémon Yellow* you'll maybe know that this guy likes to catch some waves...



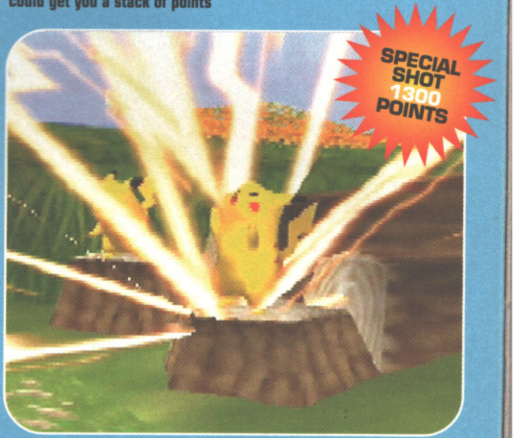
...So to get the little guy to eat some surf you need to play on his major weakness – he loves food. Lay a trail of lovely fruit for him to follow to the 'board. Once he gets to it he'll stand on it and start jumping up and down excitedly. The perfect time for a picture that could get you a stack of points



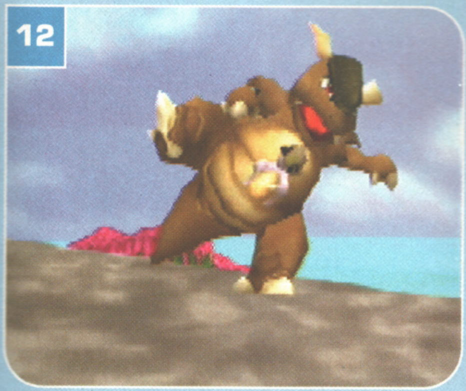
BUTTERFREE: You'll see these butterfly-type Pokémon all over the place. Oooh, aren't they pretty? The best shot to get is from the bridge over the river. Use the Dash Engine as you are getting close to the bridge and you can get a shot of up to four in the picture at once. That should net you some good points



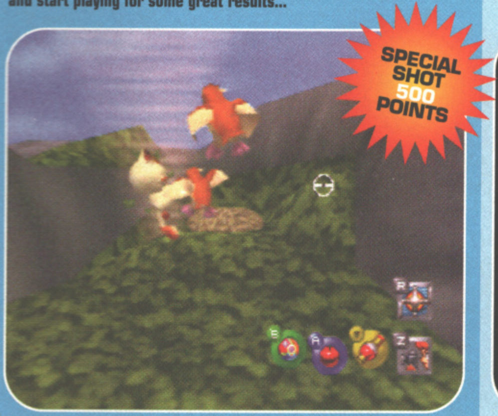
For the next really big scoring shot on the first level you have to wait until you've managed to flush out the slashing Scyther from the bushes, you'll see two little Pikachus come out and sit on the tree stumps. When they take their seats, get out your trusty Poké Flute and start playing for some great results...



...The music will make them do the Thundershock move. This makes for one great shot and a lot of lovely points

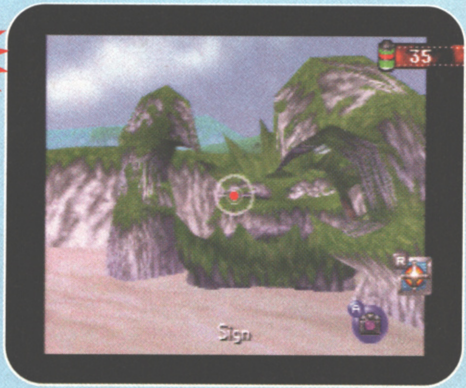


KANGASKHAN: Throw an Apple and it'll run at you. Get your timing right and he'll be right by the side of the road when you get there



Near the end you'll see a Meowth hassling some Pidgeys. Wait until they hit him with a Gust attack and focus on one of the Pidgeys

SECRET SIGN



Find these rocks on the beach near the start, just after Pikachu. This is 'Kingler's Rock' and is the first Secret Sign. Snap away

GETTING TO THE NEXT LEVEL - Unlocking the Tunnel level isn't hard at all – just take pictures of six different species of Pokémon

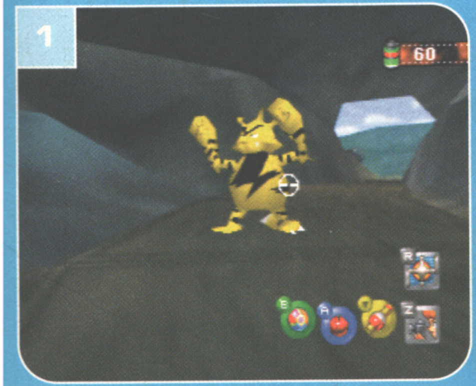
MASTERCLASS

POKEMON SNAP

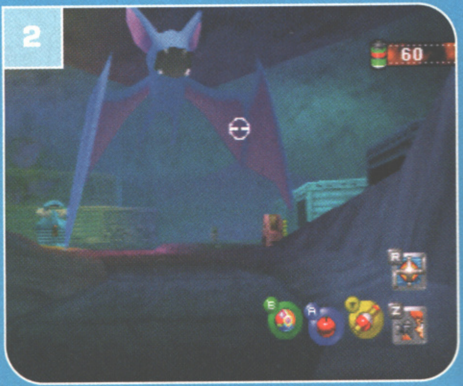
3: THE TUNNEL

Home to projected Pinsirs and space-hopping Pikachus

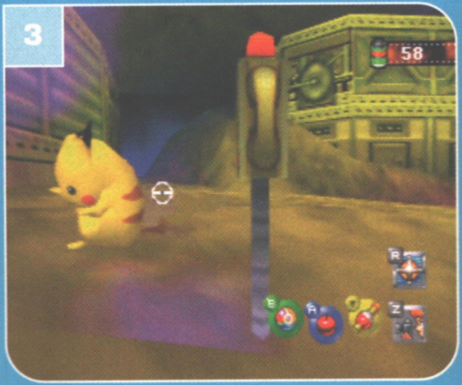
POKEMON TO SNAP: Electabuzz, Kakuna, Zubat, Electrode, Pikachu, Zapdos, Magikarp, Haunter, Diglett, Dugtrio, Magnemite, and Magneton.



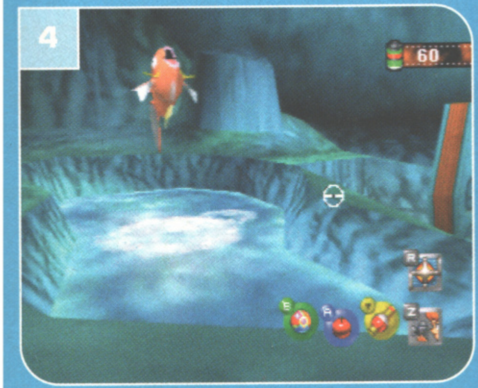
ELECTABUZZ: At the start, hold down the R button and run 'til you hit an Electrode near the entrance. An Electabuzz 'll appear. **KAKUNA:** As you are leaving the first cavern turn around and hit the nearest Electrode on your left with an item and some Kakunas'll drop down



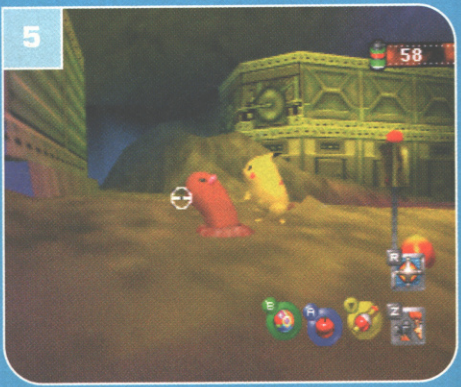
ZUBAT: When you open the metal doors a Zubat flies out. Be quick to get a good shot. **ELECTRODE:** These are all over the place and if throw an item at them while they are resting they explode. Get a pic of one blowing up for plenty of points



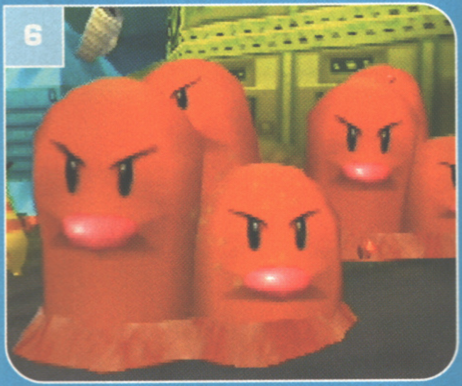
PIKACHU: You'll see him at the start near a Zapdos egg and at the end with the Diglett. **ZAPDOS:** Lead Pikachu with apples to the big egg in the room after the Kakunas. Play the Flute and his electric attack will shatter the egg. Snap the Zapdos the second he emerges



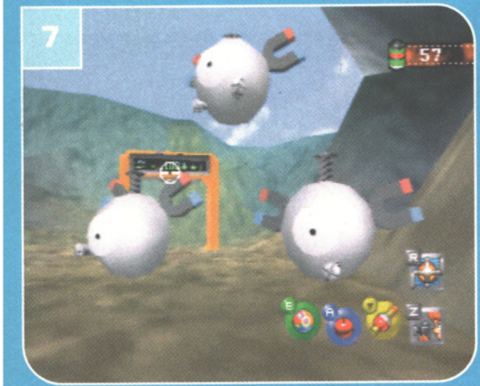
MAGIKARP: Find a pool of water near the metal door that leads to the cavern with the Zapdos egg. Watch the pool for a little while and Magikarp will leap out of the water. This is probably the best spot in the game to shoot a 'Karp because you can get really close **HAUNTER:** Shoot one of the clouds of pink gas when it's coming towards you and a Haunter will show up on your photo



DIGLETT: In the room after the Zapdos' egg this guy pops up out of the ground every so often next to the Pikachu. Wait until you can see most of his body and snap a good shot of him



DUGTRIO: When you snap Diglett he moves back. But if you snap him enough he'll evolve into a Dugtrio. Keep shooting away and you'll get three of them. Snap them together for a family portrait



MAGNEMITE: These appear before the exit. Throw food to distract them first and fire away or they won't let you shoot. **MAGNETON:** Lure the Magnemites together with food to make a Magneton

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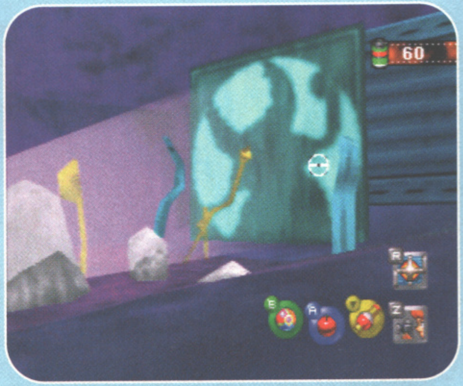
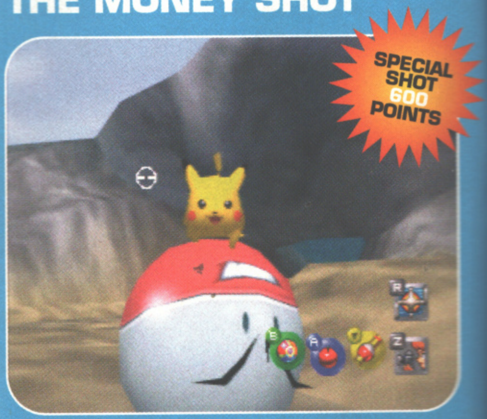


Hatch Zapdos, and it will turn on a generator with its electricity. In the next room, pass the Electabuzz and look for the image of a Pinsir being projected onto the wall on the right. There's your shot

THE MONEY SHOT



Chase Pikachu at the start while taking pictures and it'll soon jump on an Electrode and roll around. The Electrode will hit a wall, Pikachu will fall off and then Electrode will explode. Shoot it all

GETTING TO THE NEXT LEVEL – At the very end, on the right, is an Electrode in front of some red rocks. Chuck an item at it to make it explode and open the next entrance

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4: V

POKE

RAPIDAS
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back leg

MOLTRE
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come fly
Magmar
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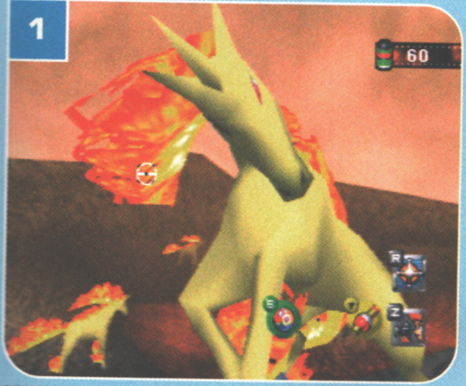
4: VOLCANO

A Koffing's Cloud and fighting Magmars await

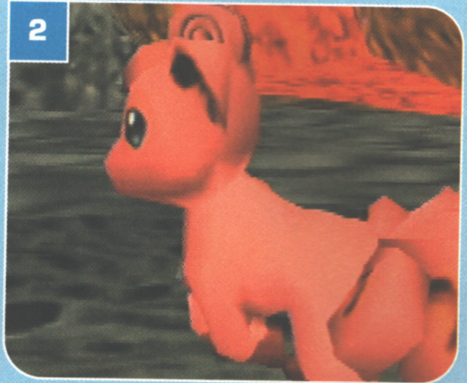
POKEMON TO SNAP: Rapidash, Vulpix, Charmander, Moltres, Magmar, Magikarp, Growlithe, Arcanine, Charmeleon, and Charizard.

1



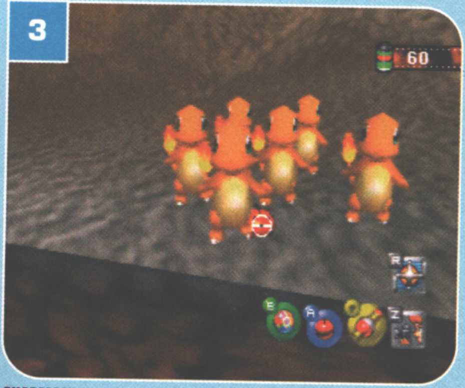
RAPIDASH: Just as you enter this fiery place, these flaming horses will come running towards. They're nice and easy to shoot so just throw some food at them to make them neigh and stand on their back legs. For a good score try to get three in your picture

2



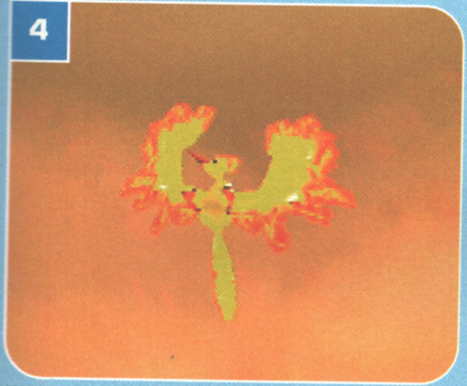
VULPIX: After the Rapidashes you'll see a lone Vulpix. In the next area you'll spot two more. The trick is to lure the one on its own through the gap in front of him with a trail of apples so he joins up with the others. Then throw more food to make them all look at you

3



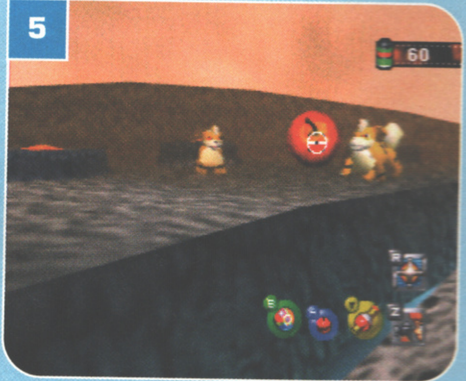
CHARMANDER: When you see the the Moltres egg, bump into it and let it stop your craft. Look left and throw Apples to lure Charmanders from behind the hills and over to you. Then play the Poké Flute so they all dance and take a shot

4



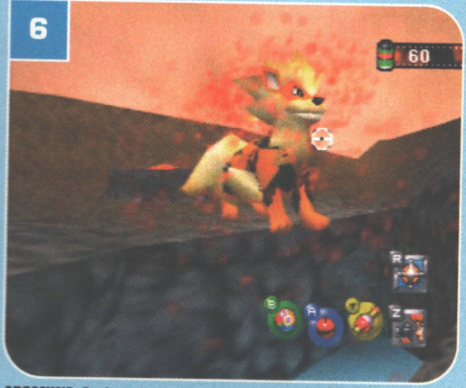
MOLTRES: Hit the egg that blocks the track with any item and it'll roll into the lava. Get ready to snap sharpish because Moltres will come flying out and over your head. **MAGIKARP:** After the pair of Magmars near the Moltres egg you will see a small pool of water. And where there is water, there are Magikarp. Throw some items in to get the little fella to jump out

5



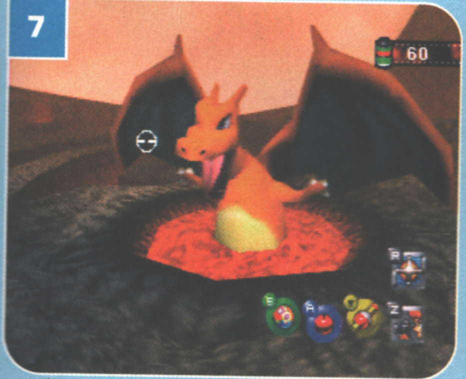
GROWLITHE: Find the three craters near Charmeleon's volcano. Toss Pesters into them and either Growlithes or Arcanines will pop out. You can use food to get three Growlithes in one shot

6



ARCANINE: At the same three craters with a bit of luck when you throw in your Bombs Arcanines will pop out instead of Growlithes. The best shot to take is when they're shaking lava from their fur

7



CHARMELEON: Throw food at his feet to make him roar for mega points. **CHARIZARD:** Knock Charmeleon into the volcano and Charizard will arise. Hit him with an item to make him breathe fire

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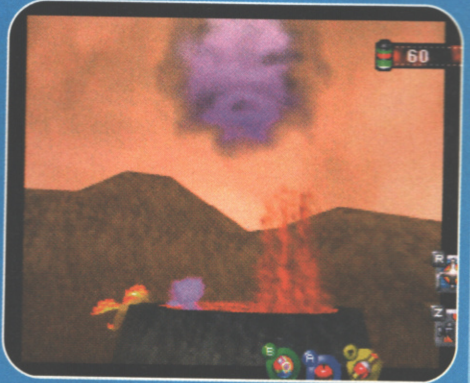
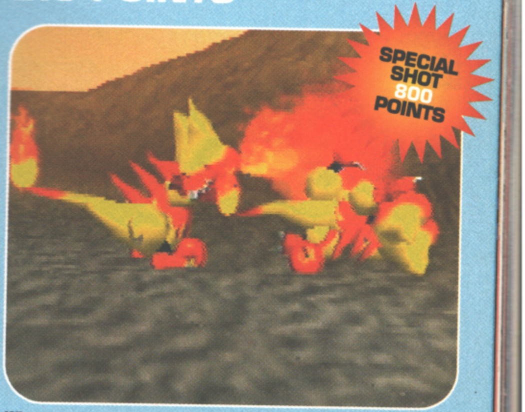


Chuck a few Pester Bombs into the large crater that's expelling ash and a some clouds of smoke will come out. Take a photo and it'll be a Koffing's Cloud when you get it developed

BIG POINTS



When you see the two Magmars after the Moltre's egg here's what you should do to get a Special Shot. Throw some apples between them then they'll start fighting. Snap 'em both for max points

GETTING TO THE NEXT LEVEL – Take pictures of 22 different species of Pokémon

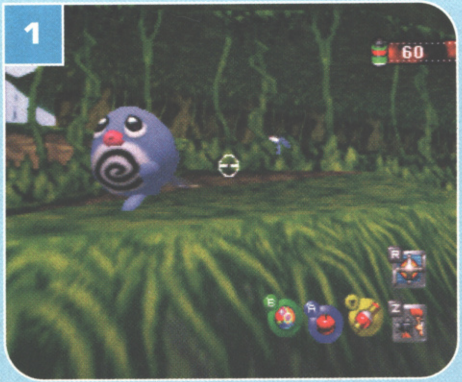
POKEMON SNAP

5: RIVER

Find Cubone's Tree, Super Pika and prancing Porygons

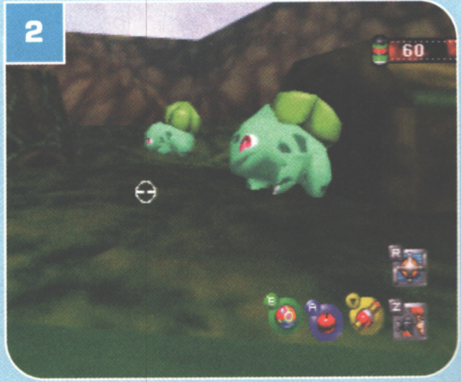
POKEMON TO SNAP: Poliwag, Bulbasaur, Magikarp, Vileplume, Slowpoke, Slowbro, Shellder, Metapod, Psyduck, Porygon, Cloyster, and Pikachu.

1



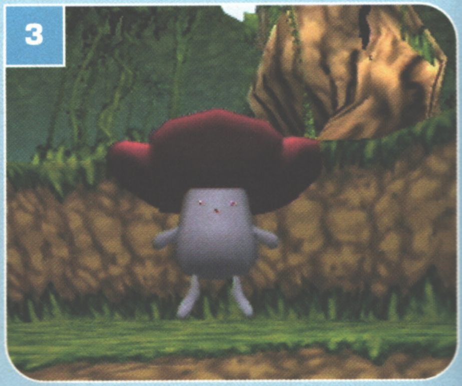
POLIWAG: At the start on the right is a Poliwag hiding in the bushes. Chuck some Pester Bombs at him to make him run toward the river meeting more Poliwags on the way. You can shoot them together or chuck items into the water to get Poliwags surrounded by stars

2



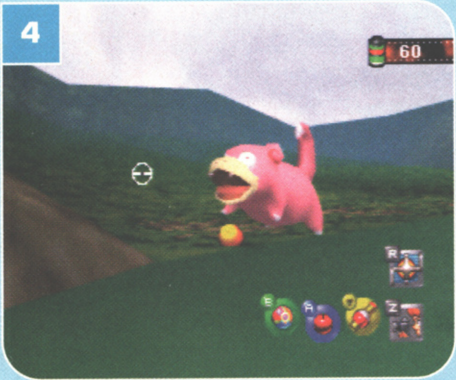
BULBASAUR: Throw Pesters at the tree stump on the left bank at the beginning of the level to make two Bulbas appear. Lead them along the bank with Apples to the next stump and use another Pester to bring out a third. Use food to bring them together

3



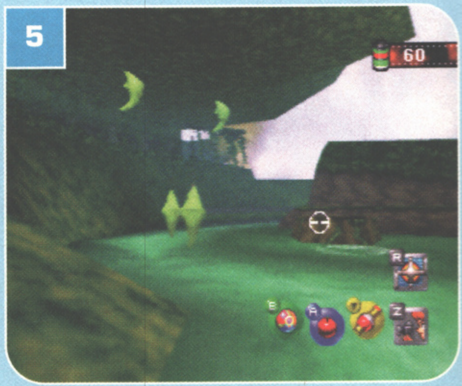
VILEPLUME: The odd red patch with gas coming out to the right of the first Slowpoke you see is a sleeping Vileplume. Play the last song on the Poké Flute list and it'll do backflips worth mucho points. **MAGIKARP:** Throw items into the water at the start

4



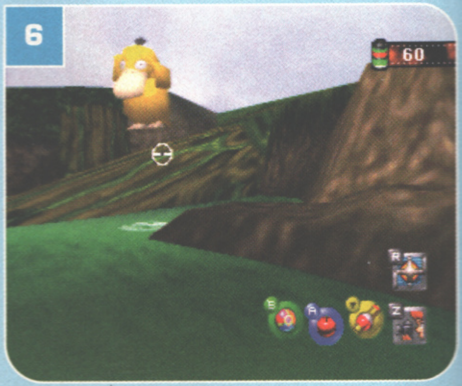
SLOWPOKE: Lure them near to the water with Apples, and take a shot while they are on their back legs. **SLOWBRO:** Throw Apples to lead a Slowpoke to the circle of dust on the river bank. It'll start fishing with its tail. It'll soon get a bite and start evolving into a Slowbro. Face backwards to wait for it to transform and play the Poké Flute to make it dance for a great pose

5



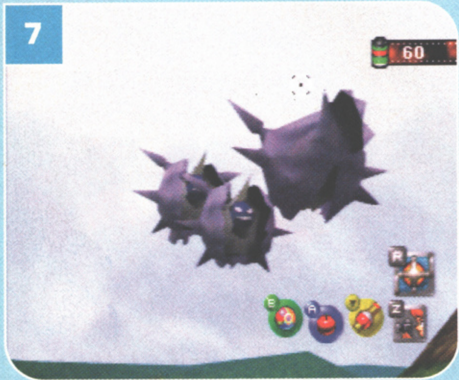
SHELLDERS: Focus on fishing Slowbro's tail. **METAPOD:** Pester the last Metapod in the foliage above the channel after the Slowpokes and ram it to stop. Turn round, hit the other three and snap 'em

6



PSYDUCK: Stop Zero One by lowering the last Metapod. Then hit the Psyduck on the left with a Pester Bomb. He'll fall down and then spring right back up again for a good shot opportunity

7



PORYGON: Throw a Bomb at the rocks on the right after the Psyduck to find them. **CLOYSTER:** Use Engine to to speed through the level shooting baby Shelders as they appear to get Cloyster at the end

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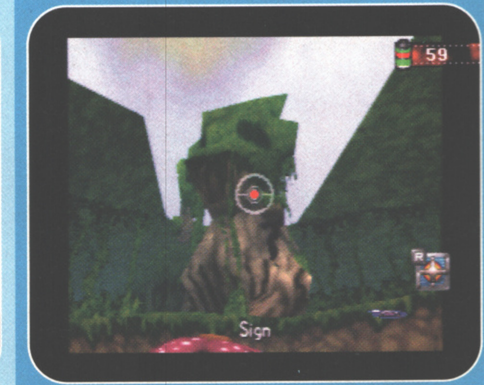
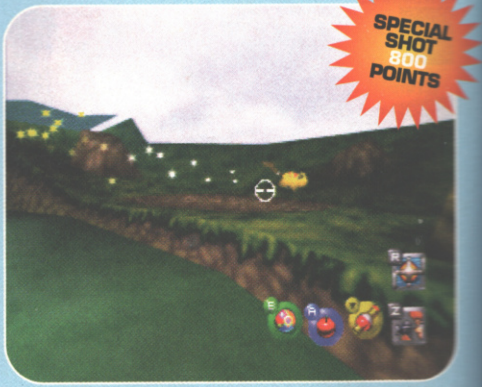


In the same place as you make the Vileplume dance with your Poké Flute there is a strange tree. This is Cubone's Tree so get a nice picture of it for this level's Secret Sign

BIG POINTS



Super Pika! At the end of the level, hit Pikachu with either an Apple or a Pester Bomb, and it'll jump out of the wood building and run around really fast. Keep your camera ready for some bug points

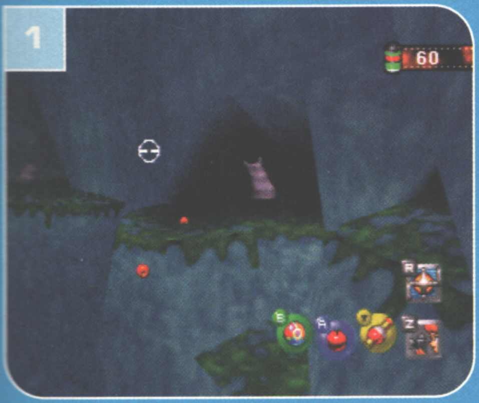
GETTING TO THE NEXT LEVEL - The last Porygon you find is on the same ledge as a switch. When you reveal him with a Pester he'll land on the switch, opening the gate

6: ICE CAVERN

Lullabying Jigglypuffs, ballooning Pikachus and Mewtwo's Constellation

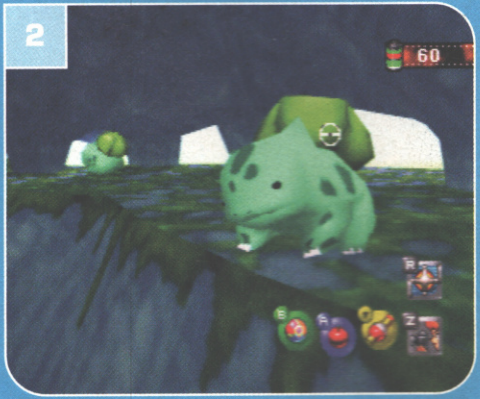
POKEMON TO SNAP: Grimer, Muk, Ditto, Jigglypuff, Koffing, Weepinbell, Victreebel, Magikarp, Jynx, and Articuno.

1



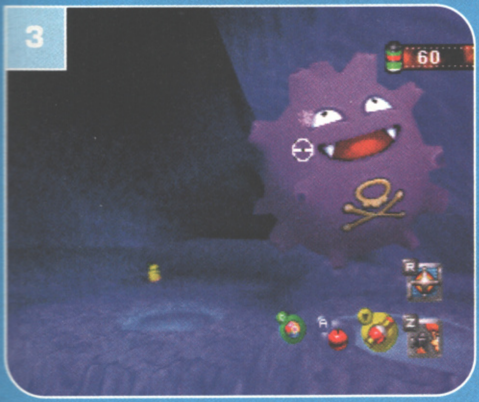
GRIMER: Snap the distant Grimers on the ledges at the start to make another appear on a ledge below the Dittos in the second room for a close-up. **MUK:** Throw food at the same Grimer to make him face you and then use Pester Bombs to evolve him into a Muk

2



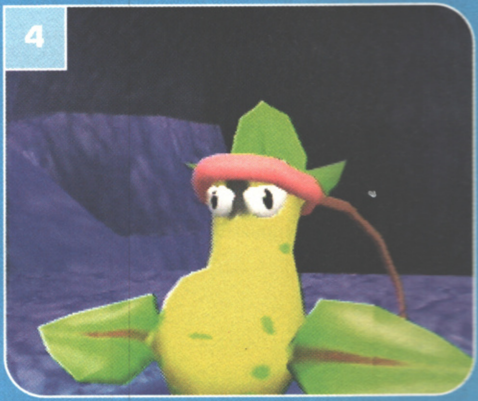
DITTO: Lure the trio of fake Bulbasaurs together with food. Then hit them with Pesters and they'll turn into Dittos. **JIGGLYPUFF:** In the biggest room on the level hit one of the pursuing Koffings with an item. Jigglypuff will grin like a Cheshire cat for a great snap

3



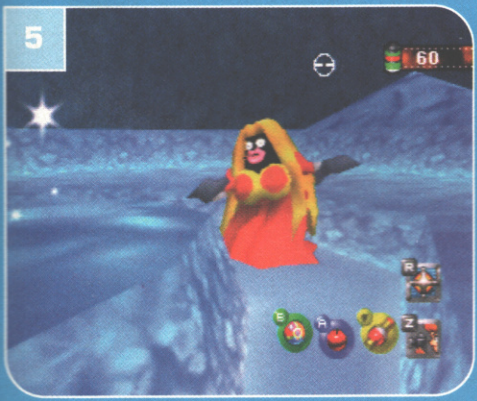
KOFFING: Use the Engine to get close to the first Koffing you see chasing the Jigglypuffs in the large area after the Dittos. Play the Flute to get him to smile and blow smoke around the place. **WEEPINBELL:** In the same room as the Koffings and Jigglypuffs you'll see a Weepinbell mooching around a pool of water. Wait till he's coming toward you and get a good close up shot

4



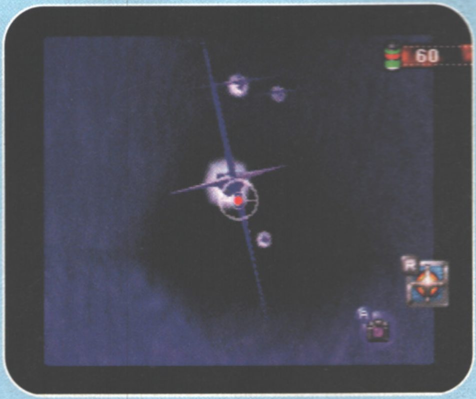
VICTREEBEL: In the cave where Koffings chase Jigglypuffs, knock the Weepinbell into the water with a Pester. **MAGIKARP:** Throw an apple into the small pool to the side just before you see Weepinbell

5



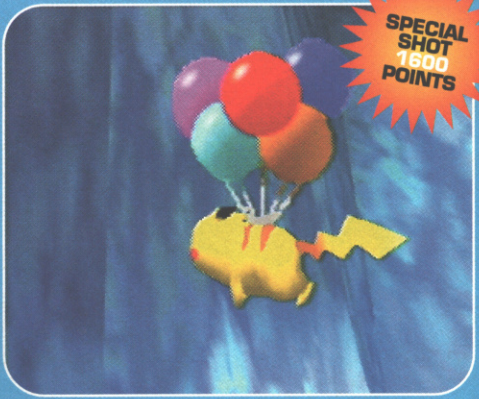
JYNX: Play the third Flute tune to make the sleeping Jinxs sing. **ARTICUNO:** When the two Jinxs by the crystal egg sing their wailing will hatch out an Articuno. Snap it surrounded by blue light

SECRET SIGN



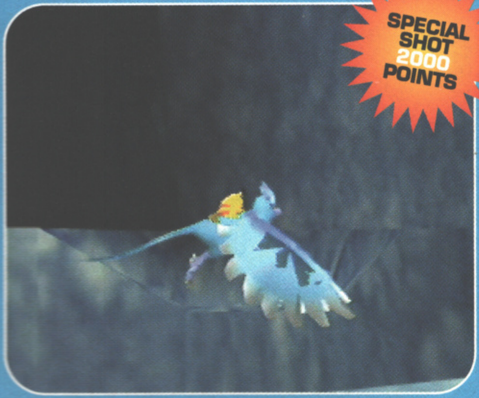
Past Weepinbell is a cluster of crystals on the wall. Take photos of this until your camera shows a question mark. When you develop it back at Oak's lab you'll find out it's Mewtwo's Constellation

RACK THE POINTS UP



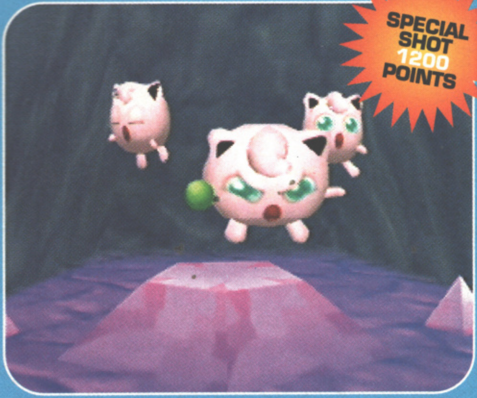
SPECIAL SHOT 1600 POINTS

When you're getting near to Articuno's egg, you'll see a Pikachu being carried away by a kidnapping Zubat. Hit the nasty 'Bat with a well placed Pester to bring a smiling Pika floating down holding on to a bunch of colourful balloons. Nice one



SPECIAL SHOT 2000 POINTS

To get this awesome point-laden Special Shot first you need to do two things. Make sure you've rescued Pikachu from the Zubat as above and also ensure you have got the Jinxes to hatch the Articuno. If you've done both of these then soon after you'll see the Articuno fly past with a triumphant Pikachu on his back. Who ever said Pokémon couldn't work together?



SPECIAL SHOT 1200 POINTS

If you save a Jigglypuff from a Koffing you see it at the end on the pink stage for 500 points. If you save all three Jigglys from the Koffings then you'll get a whopping 1200 point Special Shot

GETTING TO THE NEXT LEVEL - Take pictures of at least 40 different Pokémon by this stage and the next course is yours

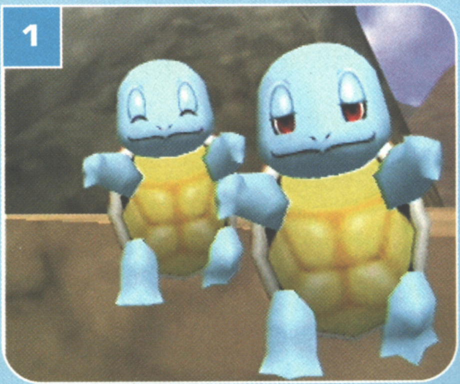
POKEMON SNAP

7: VALLEY

Gigantic Gyarados and some mad Mankeys live here

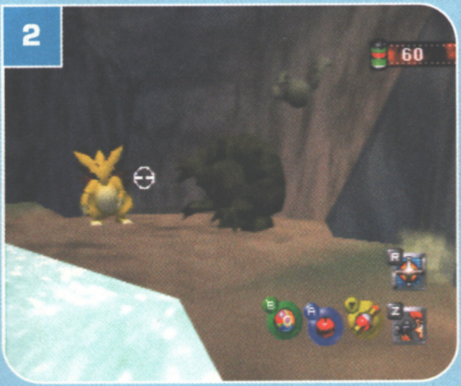
POKEMON TO SNAP: Squirtle, Goldeen, Dratini, Geodude, Sandshrew, Sandslash, Graveler, Magikarp, Gyarados, Staryu, Starmie, Dragonite and Mankey.

1



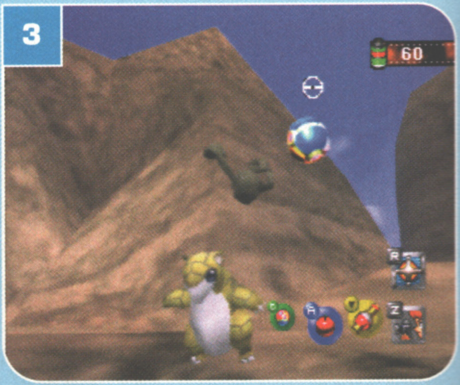
SQUIRTLE: At the start of the level, look for strange brown objects bobbing up and down in the water. Hit them with Pester Bombs and they'll jump out of the water – they're Squirtles. Try getting two or three together with food. **GOLDEENS:** Throw items into the same water. Goldeens, Dratini or Magikarp will appear. Snap quickly

2



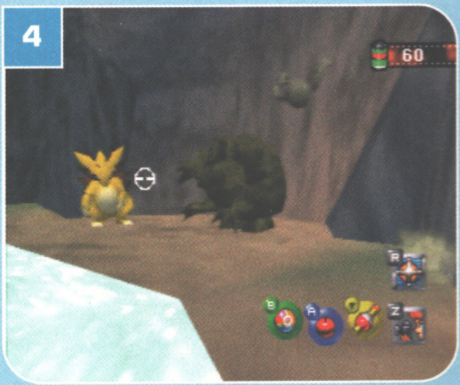
DRATINI: Once again, throw stuff into the pool and hope for the best. What comes out is random so just keep trying. **GEODUDE:** The first three you see hanging off the rock face next to the Dugtrio sign can be blocked by the Sandslash. Try hitting the two you see later underneath the Graveler with Pesters instead. Snap them together

3



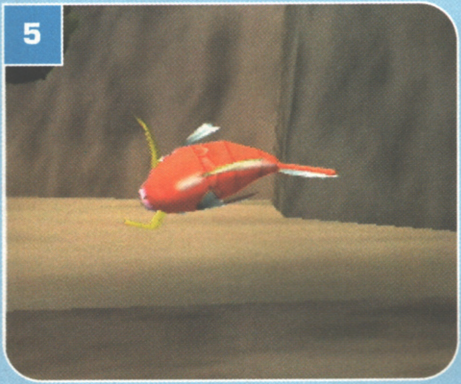
SANDSHREW: Chuck Pesters to bring down the Geodudes beside Dugtrio mountain and the colossal impact of them hitting the ground will make startled Sandshrews pop out of the ground like worms in the rain. Try to get at least three of them out of the dirt and use food to bring them together for a great shot

4



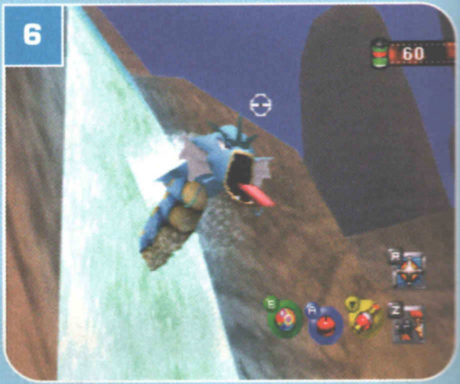
SANDSLASH: This guy hides in a hole near the two Geodudes by the Dugtrio sign. So hit the Geodudes with Pester balls and the Graveler will fall scaring Sandslash out of his hiding place. You have to be quick because you'll be drifting away so use food to lure him over and get as close a shot as possible. **GRAVELER:** There are four of these rocky dudes on this level. See later for a great Special Shot

5



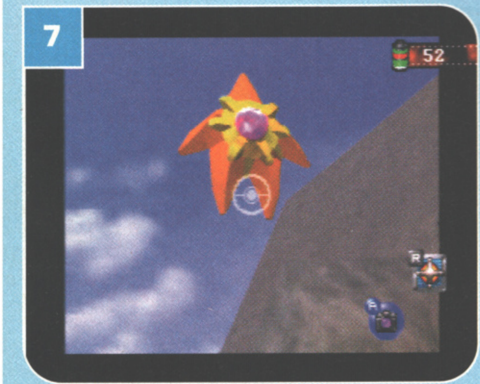
MAGIKARP: At the beginning of the level you'll see a Magikarp stranded on the ground flapping about like a fish out of water. Largely because it is a fish out of water. If you hit it with a Pester Ball it will bounce over towards the Mankey. The Mankey will knock it away when it sees it. When you reach the dancing Gravelers you'll see the 'Karp beached to your left for a good close-up

6



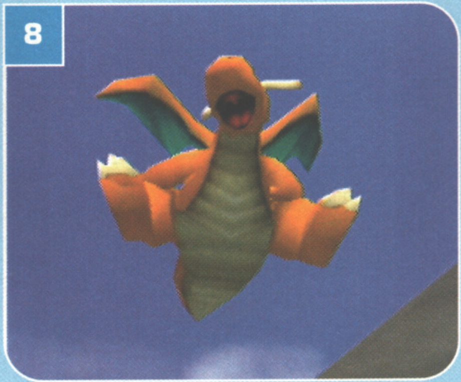
GYARADOS: Do the same thing as just explained to get the Magikarp close to the dancing Gravelers. When you see it close up throw another Pester Ball at it and it'll flip again but this time into the waterfall. Now Gyarados will thrust his head out of the falling water for one of the best looking shots in the game. For an even better picture, hit him with an item to see him do a water attack

7



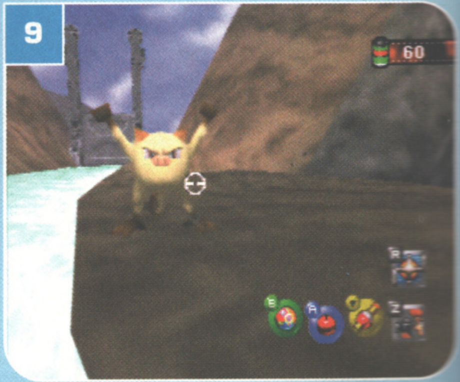
STARYU: Past Gyarados you'll see a Staryu jump out of the water. Take a photo with him in the centre and he'll come closer. Get more good shots and other Staryus will appear along the way. Shoot all of them like this and they'll start spinning round you fast as hell. Keep snapping and with any luck you'll catch them all on the same shot

8



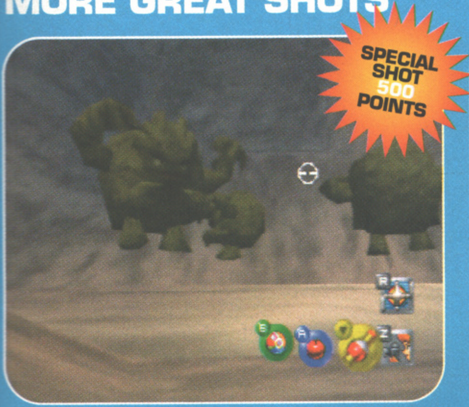
STARMIE: Get the three Staryus circling you as above and when you get to Dragonite's whirlpool they'll go in and emerge as Starmies. **DRAGONITE:** Keep throwing Pester Balls into the whirlpool that Staryu emerged from. After three or four, a Dragonite will fly out – take a pic when he splits his legs and opens his mouth

9

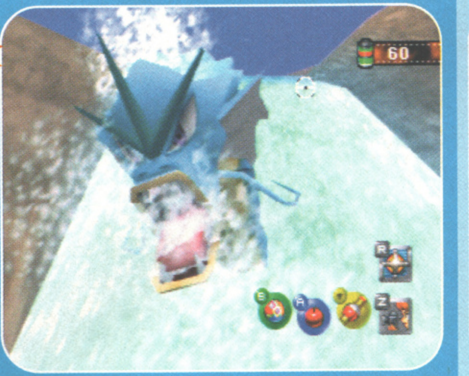


MANKEY: Look out for the three Squirtles near the end of the level on the opposite bank that the Mankeys are taunting you from. Hit the last one at the right angle and it'll shoot up the hill and hit the distant Mankey, knocking him over and making him roll down. Then you should see him round the next corner for a nice picture

MORE GREAT SHOTS

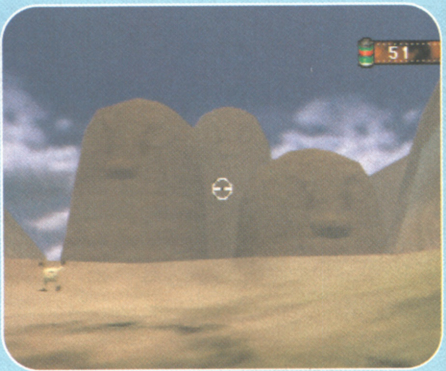


At the bottom of the first rapids you'll see three Gravelers together. Play different Flute tunes to get a load of dance moves out and snap away. The Graveler Group Dance gets you a healthy score bonus



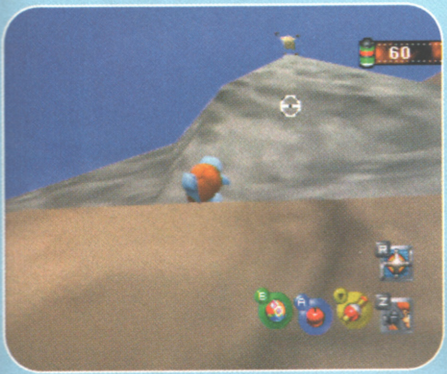
At the Gyarados waterfall, just before he bursts out, face the waterfall so your vehicle moves closer to it. You'll get a better, bigger shot like this. Focus only at the last moment to get close enough

SECRET SIGN

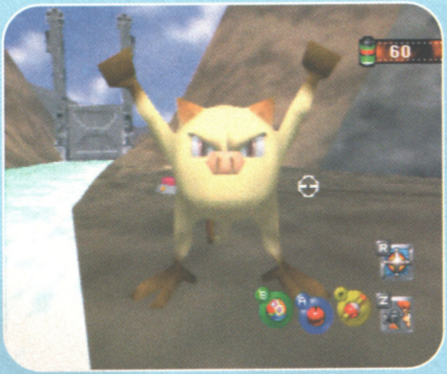


At the very start of the stage, focus carefully on the mountain right in front of you. Develop a good shot of this and Professor Oak will tell you that you've just snapped a shot of Mount Dugtrio

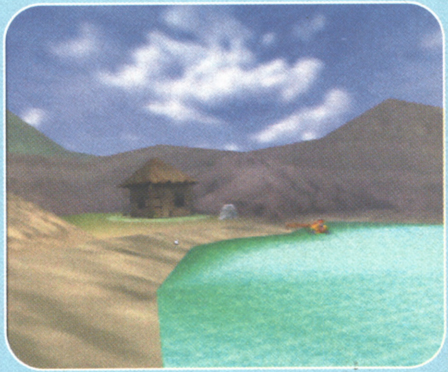
GETTING THE NEXT LEVEL



Near the end, you'll see a Mankey on a hill above three Squirtles. When two leave, line up the third Squirtle and the Mankey and chuck a Pester Bomb so that the Squirtle shoots up and hits Mankey



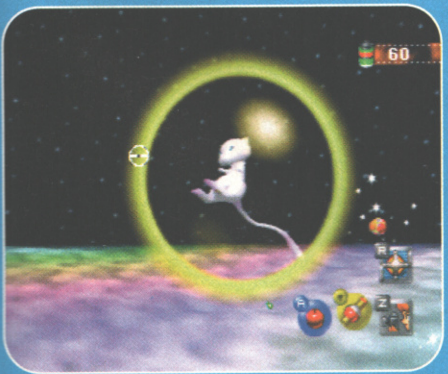
Keep looking to the right and you'll see a Mankey at a red button. Chuck another bomb so he hits the switch opening the door to Prof Oak's secret penthouse. He'll tell you about the Secret Signs



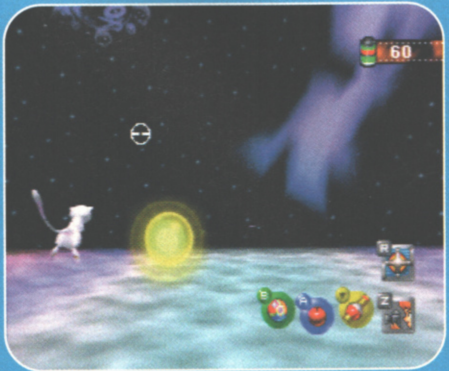
When you go inside his penthouse, Oak tells you about the Pokémon shaped landmarks that are the Secret Signs. Look around at mountains, strange bits in caves or just read our guide to get 'em!

8: RAINBOW ISLAND

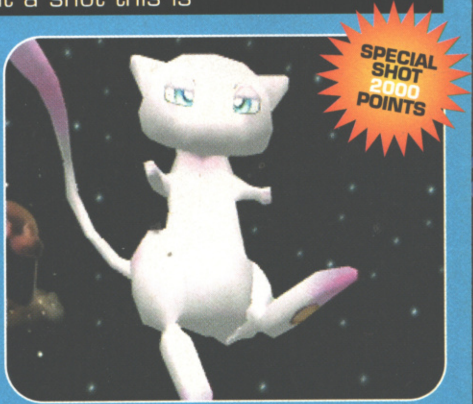
Pokemon to snap: Mew. Just the one, but what a shot this is



Elusive Psychic Pokémon, Mew is fast becoming the world's favourite Pokémon after the first movie and the Mew downloading machines came out. You can find this Pokémon – who can learn any technical machine – in the Rainbow Cloud level



Mew will first appear as a glowing orb as he flies around in his protective psychic shield. Throw Pester Bombs at him until this orb turns yellow. Then throw three more and this cute but powerful critter will be free of his shield for a split second



Try and hit Mew over the head with an Apple or Pester Ball for the best shot. If you do hit it, it'll stop, spin around in place, and fly towards you. To get the best picture possible, release Mew from the orb and hit it over the head as quickly as you possibly can

PULL-OUT POSTER

computer and video GAMES

SPIDER-MAN: Marvel's legendary wall crawler is here. Have you got a good head for heights?

THE EXPERT'S GUIDE T

Your one-stop shop for the hottest news and views in the world of games

WORDS: DEAN SCOTT **ILLUSTRATIONS:** M MULCHINOCK

Did you know that it'll be easier to load up a DVD movie on a British PS2 than a Japanese one? Or what's happening with the Tomb Raider movie and how this Summer's biggest games end? If an Act of God left you deprived of The Knowledge all summer, you're in danger of the game shame equivalent of skiddies in the pants next time you see your clued-up mates. Cue one CVG bluffer's guide...

> **'PS2 will have more games than any next-gen console. It can't fail'**

1 PS2

Knowledge

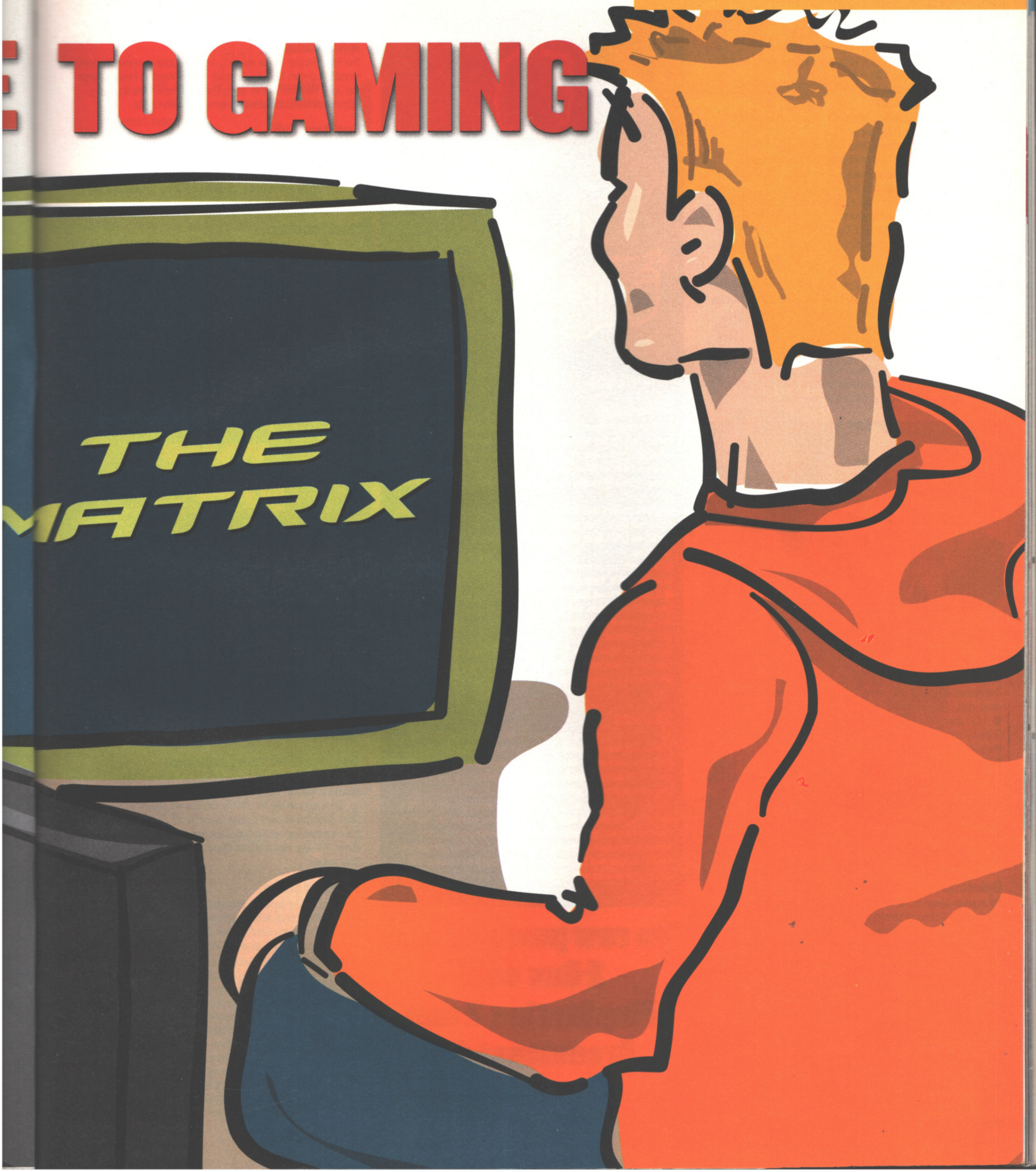
- The DVD movie-playing software will be built into the UK PS2, so you won't need to load it onto memory card from a disc like with the Jap version, making it easier to watch movies like The Matrix. The downside is you'll only be able to play DVDs intended for the European market. On the games front, *Messiah* developer Shiny is tipped to make a PS2 game based on the second Matrix movie (and maybe a third)
- Developers can now put a 50/60Hz Select option in PS and PS2 games. Which means that if your TV supports 60Hz mode, you never have to suffer black borders on PAL releases
- If you haven't already pre-ordered a PS2, you probably won't get one for Day One. Sony's pre-orders for PS2 began on September 7th. It may well be too late even if you head for the shops right now
- Discs don't fall out of PS2 when you stand it on end as a special rim holds them in
- There'll be 10GB and 40GB PS2 hard disks available in the UK from early next year. No prices set yet
- A PS2-based arcade board is being issued to manufacturers. A PS1-based board called System 11 yielded arcade titles like *Tekken,* and made PS conversions swift and easy

Opinions

PS2 is great because: Every major games developer wants it to be a success, and they're throwing their support behind it. It'll have more games than any other next-gen console. It can't fail, since PlayStation = video games to the masses

PS2 sucks because: The first batch of games look toilet. They don't have the touch of genius of Sega and Nintendo games. Also, really popular things can never be cool

E TO GAMING



2 X-BOX

Knowledge

- According to retail sources, X-Box is scheduled to hit the UK in September 2001, priced 199 quid
- Microsoft are rumoured to be trying to buy out Squaresoft to develop exclusively for X-Box
- Prior to announcing X-Box, Microsoft negotiated with Nintendo about producing joint-funded hardware
- NVidia will produce the graphics chipset for X-Box. Their geForce cards for the PC are among the best on the market
- Capcom have signed up to make X-Box games, but Namco is still undecided. Don't let anyone tell you otherwise
- The final design of X-Box hasn't been decided. It definitely won't be that shiny metallic X shape though
- X-Box will have four joyports, a DVD player, an 8GB hard drive and broadband internet access straight out of the box

Opinions

X-Box is great because: Major software companies the world over will support it. Microsoft practically owns the planet and isn't used to failing. On raw power alone it eats PS2 and DC for breakfast.
X-Box sucks because: It's based on a PC, and PC games traditionally aren't anywhere near as good as console games (controversial, that one). Bill Gates too is a hate figure for some, and it's hard to imagine his product becoming as cool as the original PlayStation. Microsoft wanted to turn the PC into the ultimate games platform, and that never really happened

4 DC

Knowledge

- Sega are in talks with BT about using their new ADSL service. The technical details are boring, but it allows internet speeds of 10 times that of a normal 56k modem
- A DC microphone is on the way which, in conjunction with Dream Arena, you can use to make long distance phone calls for the price of a local internet call
- The DC is liquid cooled, like a sports car. This is how it manages to stay cool whilst PlayStation gets hot and starts misreading CDs
- The DC can be linked up with SNK's Neo Geo Pocket Color to swap game information. Hurry though: SNK are no longer selling the handheld marvel in the UK
- Sega's Naomi board coin-ops like *Virtua Tennis* and *Pod Racer* are basically a Dreamcast in disguise. They use the same chipset, so conversions from arcade to home are quick and easy

Opinions

DC is great because: It's easy to make games for and Sega's software development teams are arguably the best anywhere. The first PS2 games don't look any better than DC games
DC sucks because: Nobody's buying it. Even the awesome *Jet Set Radio* only sold 30,000 in it's first week in Japan, while *Final Fantasy IX* on PlayStation sold 1.9 million copies. There are five million DCs worldwide, versus 73 million PlayStations and 100 million Game Boys

5 MOBILE PHONES

- Sega have teamed up with Motorola to make WAP games for mobile phones
- Eidos is working with Nokia, and rumour has it that EA is too. Codemasters are looking for a way in too

3 NINTENDO

Knowledge

- **The name of Nintendo's next generation console (previously known only as Project Dolphin) has been confirmed as Star Cube. No, really. One of the first releases for the console will be a new version of *Wave Race***
- **Nintendo still makes more money than the mighty Sony from video games**
- **It's rumoured that Star Cube uses discs that are half the size of normal DVDs. This should make them pirate proof. But then as the DC and PS2 have already learnt, nothing is pirate proof for very long**
- **Nintendo are releasing *Pokémon Stadium, Gold* and *Silver* in Japan for N64. Both editions will feature 251 Pokemon**
- **Rumblings from Nintendo suggest the Star Cube pad will have two analogue sticks and ditch the N64's three-pronged design**
- **The Game Boy Advance will be backwards compatible with GB and GBC games**
- **The new Zelda game for Game Boy Color will now be released in two parts instead of three. Nintendo couldn't get it working as a three parter**

Opinions

Star Cube rocks because: **It's from Nintendo. Every Nintendo system has launched with a *Mario* title that's The Best Game Ever up to that point. The cheaper storage format could see more third party developers climbing onboard, ensuring that the N64 games drought isn't repeated**
Star Cube sucks because: **Nintendo has annoyed a lot of third parties in the past by making it cheaper and easier for them to make carts than anybody else. Another proprietary format means higher manufacturing costs. N64 was a flop compared to the PS, though don't let any Nintendoid catch you saying that unless you're prepared for fisticuffs**

> **'On raw power alone, X-Box eats PlayStation 2 and Dreamcast for breakfast'**

6 VIDEOGAME MOVIE KNOWLEDGE

Tomb Raider

The Tomb Raider movie starring Angelina Jolie is presently being filmed in London. Con Air Director, Simon West is taking charge, and Jolie says she's been doing bungee jumps, knife throwing, motorbike riding and kick boxing

Resident Evil

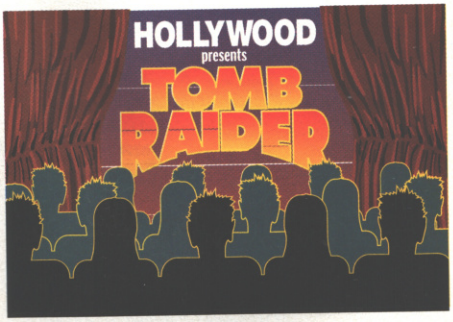
The Res Evil movie is back on. Latest in the frame to direct is Jamie Blanks of Urban Legend fame. The plot is the familiar Umbrella Corporation t-virus and zombies scenario. Night of the Living Dead director George A. Romero wrote a script for the movie, but it got rejected

Final Fantasy

The Final Fantasy movie is on course for a release. Check out the website at www.finalfantasy.com to see the trailer and plot. The voice talent includes Alec Baldwin, James Woods, Donald Sutherland, Ving Rhames (Marcellus in Pulp Fiction), Steve Buscemi, Ming-Na (Mulan) and Peri Gilpin (Roz from Frasier)

Tekken

A live action Tekken movie is in development in Japan, directed by the guy who did the X-Men movie's action bits, Coren Yuen. Jin Kazama, Hwoarang and Ling Xiaoyu will definitely appear, but the film might never get released in the UK



7 HOW THE SUMMER'S BIG GAMES END

Perfect Dark

After you beat the final baddie, Joanna gets buried in a rock shower. Elvis lands on the planet, and hears Joanna under the pile of rubble. He tries to free her, but there's one last Skedar hanging onto her leg. She grabs Elvis' gun and blasts it. They then walk off together talking philosophically.

Resident Evil Code: Veronica

Chris Redfield fights off the final baddie Alexia as Claire makes her escape in the lift. When Alexia dies, the whole base starts to blow up, Chris gets in the lift. At the top is a jet. An explosion blows Chris onto the jet, and he and Claire fly off. Big explosion, and there's some bad music and black and white images from the game. The last movie shows Chris and Claire buying flowers. Ain't that sweet.

Vagrant Story

After you kill Guildenstern in both his guises, there's a cracking movie which shows Ashley revisting the field in his dream. His wife and child that were killed tell him they love him and forgive him, and his inner demons go away. When the credits roll there's some tasty concept art

8 JARGON BUSTER

What does PAL/NTSC/SECAM mean? The TV standard in the UK is PAL. This is incompatible with the NTSC system used in the US, Canada and Japan. The difference stems from the different mains power outputs that were initially used to synchronise TVs to. The French use the SECAM system, which they invented to protect their own manufacturing industry. Some Eastern Bloc countries took it up, as the incompatibility with the US was a political winner

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WHAT YOU NEED TO KNOW

Pulling your hair out over a game? Can't take it any longer? Not to worry, The Masters will sort you out a treat. Just send all your gaming questions to the address on page 83. Easy as that.

Chase The Express: What to do to reach each of the six endings

Diablo II: Which skills to take and a host of vital general tips

CHASE THE EXPRESS

I've just bought this game for my trusty (or should that be rusty?) PlayStation and I hear it's got loads of different endings depending on what you do. I'd like to know how you get each ending please.
David Thurlow, Widnes

No problem. Ending A is the good one. To get it just collect all the memos in the game. Also make sure you've visited every single room – don't leave any purple spots on your map. Plus you have to play the game on Normal or Expert difficulty setting. If one of the above criteria is missing, you'll end up with ending B. If you don't manage any of the ending A criteria then you get ending C. You'll get ending D if you don't pick up Disc A in Cart 10 after killing Boris Zugoski, and you'll get ending E if you fail to save Billy MacGuire.

DIABLO II

Loved *Diablo 1*, had to get *Diablo 2* for my PC as soon as it came out. There are so many skills for the five classes and I don't know which is the best to choose when I level up. Also, what's the best way to kill Diablo playing as a Sorceress or an Amazon, and do you have any general playing tips?
Andy 'Andariel' McKenzie, Coulsden

With 150 skills to choose from, what's best for you really depends on your playing style – do you prefer going toe-to-toe, using ranged weapons or toasting stuff with magic? It's best to specialise in two of the three skill trees available to each character for the first 30 or so levels. Don't neglect passive skills either. What's the point in having multiple attacks if your attack rating is so low you never hit anything? To kill Diablo when playing as a Sorceress, hit him with a cold spell, then run in close and lay Static Field (level four or higher) on him repeatedly. If you have cast rate increasing equipment, he'll never have time to recover before your next attack. The Amazon is trickier. Learn his pattern – when he stands still, fire as many Immolation Arrows at him as possible, then run in circles round him dodging attacks while he fries. Having speed increasing boots (like Vidala's Fetlock) will help, but if you have low Immolation skills then you need to look for weapons or armour that give +1 or more to all Amazon skills. Finally, tips… If you're playing online, make sure you move in close to a unique boss just before it dies to stand a chance of bagging the booty. Don't use Charsi's imbue reward until there's something really good at stake – maybe even wait till the final act. When you get to Act 4, you can return to earlier acts by using the waypoint and clicking on the act tabs at the top of the half-window. Building up resistances is vital. Nightmare mode gives you a minus 20 penalty to all four resists. Use other players online to transfer class specific gear between your characters by either asking a friend to hold it for you or hiding an item in a cleared level and then coming back with your other character to collect it. Also, use the Battle.net trading channels – you can get better gear in ten minutes here than ten hours of gameplay.

PARASITE EVE 2

Golems are the bane of my PlayStation life right now. Half the time I come across one I'll die and will have to start again. I'm really in need of some advice on how to defeat them simply and easily.
Simon Paisley, Perranporth

Golems really are tricky buggers. Here's a rundown of how to defeat each type. Green Sword Golem – when they're running to you, shock them with a Hammer to

computer and video games GUARANTEED WINNERS

Here's a selection of the best cheats we've stumbled across this month. Don't forget if you want to send in tips, you should head for Easy Money on page 54 where you can earn yourself a tenner for your troubles.

NINTENDO 64

■ LEGEND OF ZELDA – OCARINA OF TIME

Majora's Mask is now just around the corner and is looking an absolute peach. So to kill some time while you're waiting for it we thought that we'd provide you with the best bits from *Ocarina Of Time.*

UNLIMITED HEALTH: There's a trick you can do that'll give you health at any time. The first one is after learning Epona's Song. Have empty bottles in your possession and play the song on your Ocarina in front of any cow. It'll fill your bottle with energy replenishing Lon Lon Milk. Try using Farore's Wind as a warp point to any cow when you're in a dungeon to instantly get you out of trouble and back into the action.

GREAT FAIRIE LOCATIONS: Magic Spin Slash – at the summit of Death Mountain, on the left of the entrance to the crater. Din's Fire – behind the rock in the dead end road near the entrance to Hyrule Castle. Farore's Wind – at the back of Zora's Fountain, on a small island with rocks. When you get there use a bomb. Double Magic – On the left of the Goron Leader in the Fire Temple, use Megaton Hammer to break the rock. Double Energy – Adult, near Ganon's Castle, lift column where Din's Fire Fairy was with Golden Gauntlets to get in.

PLAYSTATION

■ HOGS OF WAR

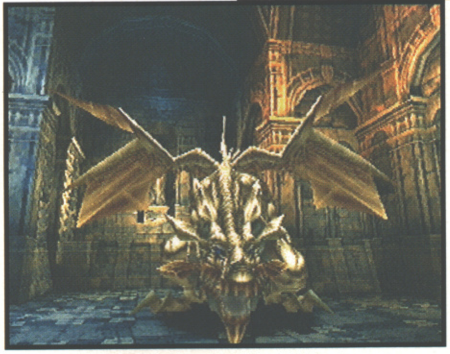
FMV CUT SCENE GALLERY: In the 'Name Your Team' screen, enter PRYING PIGS to gain access to a mode that lets you see any of the special movies you get as a reward for completing levels.

SECRET HOG TEAM: To gain access to a maxed-out 'Team Lard' that fight in purple suits and dopey hats, at the 'Name Your Team' screen type in MARDY PIGS.

SECRET FMV MOVIE: To watch a cool little hidden movie that you wouldn't normally get to see in the main game, in the 'Name Your Team' screen enter WATTA PORK.

HP 17 MP 32
HP 5
31
R1 2

Parasite Eve 2: **How to make mincemeat out of those Golems**



Vagrant Story: **Defeat final boss Dark Angel Guildenstern**

Dino Crisis: **Stabilisers? Initialisers? Fingerprint machines? No probs**

stun them, then hit them with a couple of bursts of 5.56. Finish them with a handgun. Green Shooting Golem – avoid grenades, just shoot them. You probably haven't had trouble with these, Simon. Red Sword Golem – when they charge either to do the Silence move or to have a swipe at you they're invincible, so don't waste ammo then. Use a heavy weapon at other times because they have formidable armour. Also, the Hammer can't stun them. Red Shooter Golem – avoid their double burst of triple Grenades, don't shoot at them when they're charging or aiming at'cha. Purple Golem – as they cloak, you'll only know they're around when they attack. If grabbed, tap the direction and face buttons to escape then stand with your back to a wall. Now they'll throw out holograms – don't shoot these or you'll get hit. Only shoot the hologram that has a 'beaming in' noise as this is the only real one. Crimson Golem – a real bad boy monster, if you're hit, you're paralysed. Your best bet here is to use the 'shoot when you hear it beaming in' technique again.

VAGRANT STORY

Firstly, a big thank you for your cool guide. I'm sure I couldn't have got through this game so quickly without it. Now I'm on the final battle, against Guildenstern, the Dark Angel himself. He has this attack called The Bloody Sin that I just can't block. How can I beat him without dying?

Josh Wingrave, Huntingdon

It's not just Bloody Sin you have to worry about Josh, there's Degenerate, Tarnish, Psychodrain, Leadbones, Gravity, Judgment and Apocalypse to deal with too, y'know. Stand on the edge of the circle and be ready to pummel him with your best weapons as much as possible when he's in range. Don't chase him but move to the centre of the circle where you'll be impervious to most of the attacks. Only Apocalypse and Bloody Sin can affect you. When he's been hit a few times, he'll unleash that Bloody Sin attack. If you don't have Magic Ward on you'll be killed outright, splat! Before performing this attack he'll fly over you. If you get your timing exactly right, you can hit him from below and this'll prevent him from carrying out the attack. Use this attack formula and once you've got your timing right you'll defeat him quite quickly.

ECCO THE DOLPHIN

I can't finish level 14: Perpetual Fluidity on Dreamcast *Ecco the Dolphin*. It's absolutely rock hard and I just seem to get lost, whatever I do. Please Masters, you have to help me!

Craig Fuller, Colchester

From the sounds of your letter you haven't done any of the tasks in this level, so we'll give you a step-by-step guide from the start. Go to the room with the giant shark. Shoot the switch with your sonar and then proceed to the next area. Your objective here is to raise the water level to reach new doors. You will see a blue gauge next to all of the switches. The middle level is the current water level and the left and right show the lowest and the highest levels the water will go to if you hit that switch. All of the doors are coloured. Make your way through the rooms, always raising the water level and never lowering it until you get really high up. You end up high enough to reach some white doors at the top of the level. Before you use these, go down and hit the yellow and blue switch one more time. Now go through all of the white doors until you reach an open yellow door. Go through this and swim down the tunnel to reach the next level. Quite heavy huh?

DINO CRISIS

Doesn't this game look great on DC? I'm having real trouble trying to activate the third Energy Generator, though. I've got the already assembled Stabiliser and Initialiser and I'm back in the Save Room on B2 but I haven't got a clue what to do next. What do I do with the fingerprint machine? My Keycard won't update and the computer only runs the simulation. It's gone from my favourite game to my most frustrating game just like that. I'm totally stuck, Masters – please help.

Charles Dudley, Plymouth

You've just stumbled across one of the real tricky bits in this pre-historic fright-fest. Here's a step-by-step guide to activating that Generator from the beginning in case you've missed anything previously. First you have to use the fingerprint machine on the circuit box near the dead man in Room 48. When it prompts you, choose 'yes'. Next go to the Save Game Room on B2. Use the ID Card on the computer near the corpse. The combination number, if you haven't already got it, is 78814. If you did it correctly, the ID Card will now appear in the last slot of your inventory. Now simulate on the computer in Room 47 (the computer will say 'System Ready'). Go back to Room 46 and go across the bridge. Press the Action button in front of the green switch. Use the Stabiliser or Initialiser. Go down to B3 using the elevator in the same room. Follow the path, up one set of stairs and down another set. Press the action button in front of the green switch. Use the 'blue thing'. Walk west and activate the computer. Go back to B2. Cross the bridge and activate the computer. If you've done all of that the you should have activated the third energy generator. Easy when you know how. Very annoying when you don't.

DREAMCAST

■ EVOLUTION

Here's quite a few cheats that'll really sort you out financially in this game. What a shame they don't work in real life...

$300,000 CASH: Complete the game once and save it on to your trusty VMU. When you start a new game from this save, you'll have the option to accept a hefty loan.

UNLIMITED MONEY TRICK: When you're on the carrier near the end of the game, enter the door with the first-aid cross symbol. Once in there, search the medicine cabinet for some Naolin Gold. You can exit the room and come back in again to get some more as many times as you like. Naolin Gold is a healing item but it can also be sold. Try accumulating loads of Naolin Gold and then selling it on for mega dollars. Gimmie the money.

EASY EXPERIENCE POINTS: When in the carrier, go to the second room. Inside there you'll find two doors, one of which leads to a hallway. Go through the door here and you'll come across a soldier. Beat him, then exit back to the hallway. If you then re-enter the room again, the soldier will have re-appeared. As he's easy to kick in, you can keep doing this over and over to rack up some easy experience points.

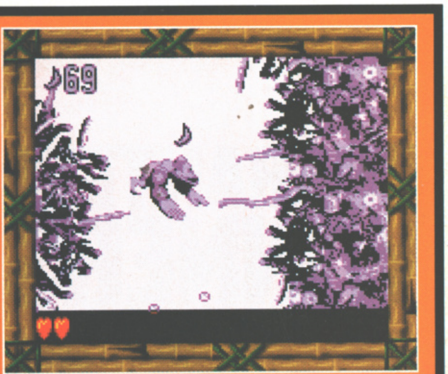
GB COLOR

■ DONKEY KONG LAND 3

The debate as to which is better out of the *Wario* or *Donkey Kong Land* games continues to threaten to break out into full scale war. No, we're going to keep out of this one because we love 'em both. But here's some stuff for Kong's awesome adventure.

BONUS LEVEL: Go to 'Total Rekoil' and, as soon as the level starts, jump up and to the left to enter a hidden level.

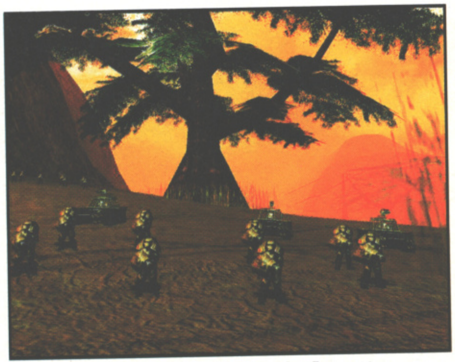
INFINITE LIVES: On the Title Screen push Down, Down, Up, Left, Right. Thing is, this cheat will not work in Time Attack mode.



Having problems with your bananas? Maybe you should try our nifty infinite lives cheat to make life that bit easier

Pokémon Yellow: Gimme Bulbasaur! Gimme gimme!

Perfect Dark: Having a problem getting out of the hanger?



Ground Control: Crayven 12 is a tricky level to figure out

POKEMON YELLOW

I was really glad I waited and bought *Pokémon Yellow* because my favourite monsters are Charmander and Bulbasaur and you can catch them both in this. Thing is though, I found an ill Bulbasaur in Cerulean City but his trainer won't give it to me. How do I get him?

Sam Lumley, Birmingham

When you want to get Bulbasaur, you have to get your Pikachu to become very happy. Do this by beating Misty (easy – her water Pokémon are no match for Pika's electricity) and it has to be at least level 20. The fastest way to make Pikachu very happy is to let it be the first on your team and make sure it doesn't faint at all.

PERFECT DARK

Help! I'm a sexy Carrington spy who can't get outta Dodge! Or Area 51 as the amazing N64 game that is *Perfect Dark* puts it. I keep being told that I can leave via the Hoverbike but I don't know where to go. Help me. I want to see the rest of the game.

Richard Summerley, Nuneaton

Ah Richard, you must be one of those impatient gamers who doesn't listen when you are being talked to (or maybe you just missed our Masterclass in Issue 225). Or maybe it was because guards were trying to kill Jonathan and Elvis at the time. Whatever the reason, it sounds like you're walking away when Jonathan and Elvis are about to sort out the problem of escaping the level for you. Stay with them and Jonathan will have to open the hangar doors instead. There's a way to get out with the Hoverbike as well – just backtrack through the level and you'll find it. Patience, Richard, patience.

SILVER

After buying Evolution, the first RPG available for my beloved Dreamcast, I was a bit disappointed, but I'm a happy RPG bunny again after getting *Silver*. Definitely the best role-player since *Final Fantasy VIII*. Any tips to get me going?

Danny Howe, Shanklin

Always play aggressively. It's really not worth using your shield until the final battle. The reason for not defending is because you'll still have to defeat them in the end so you may as well hit 'em with everything you've got before they get a look in. Also, you gain experience using Magic, so do so to get stronger magic. Don't conserve it, as when you do get to use it the magic will be weak anyway. If the magic you are using doesn't have much effect, then stop using it. Use fire on ice enemies, ice on fire, earth works well on acid and acid works good on earth. Never use magic of the same type as your enemy, it'll just make them stronger. Finally, all level bosses have a certain routine in which they attack. If you learn the routine and figure out when it's vulnerable, you can win easily.

GROUND CONTROL

Hello Masters, let me test your mettle. I'm playing *Ground Control* for the PC and I'm on Crayven 12. I've found everything easy (ish) up to now. I started the level and destroyed a load of Pulse Laser Pillboxes but I don't know what to do next. Tell me.

Dave Eddings, Leyton

OK, no problem. After destroying the Pillboxes, instruct a squad of Jaegers and Main Battle Terradynes to head NE to the spot called 'Engineer Drop-off Point'. At the same time, send the other Main Battle Terradynes to the spot marked 'Relics and Pillboxes' and get them to destroy the Laser Pillboxes surrounding the relics. Right. When that's done, your engineers will be dropped off. Now get all of your other troops to join up with the Engineer Trucks and accompany them southwest to the relics. When they are there, wait and guard them. After a while they'll move South to the pick-up point. Escort them with all of your forces and wait for the Dropships to pick them up. Job's a good 'un.

NOX

Can you feel the tension and excitement? I'm on the last level before battling the formidable Hecubah but there's one more locked door with lasers that's almost got me beat. I say almost because I reckon The Masters are my last resort. You have to help me out so I can turn that damned Hecubah into demon-dust for good.

Rakesh Choudhry, Leicester

OK, Rakesh, chill baby, chill. Don't worry about that overgrown hell-bitch, here's how you can get to her and really sort her out. In front of the lasers are two small holes in the floor. You'll need to find a red and blue key and put them in here. Go through the lower of the three doors where you will find the first key, as well as a switch that will deactivate the laser beam blocking the north door. Leave that area, and use the key to deactivate the first laser. Then, enter the north door and follow the passageways to find the next key. After deactivating both lasers, you will have access to the last parts of the level. There's a laser room you have to dodge after that and then you'll find the last piece of the Staff of Oblivion. Now it's fully assembled, you'll be able to use its awesome power to really give the horrific Hecubah the pasting of her immortal life.

computer and video Games GUARANTEED WINNERS

A whole bunch more of our favourite tips we dug up this month. If you think you've got any better ones then why not send them in and earn a tenner at the same time. Just turn to Easy Money on page 54. Well go on then.

DREAMCAST

■ VIRTUA TENNIS

Boy if you haven't got this for your Dreamcast already then you should damn well rush out and get it now. What a top title it is. For those of you in the know, here's some tips.

NEW LOCATIONS, PLAYERS AND OUTFITS: Win as much money as you can by playing Singles and Doubles matches or taking part in the extra events like Tenpin Bowling. With your money, go to the shops and buy new places to play, new characters and alternative clothes to put them in. How hard was that? And before you ask, no, there's no naked Anna Kournikova cheat.

■ FOUR WHEEL THUNDER

This is a bit of a grower we reckon and plenty of you have been asking for hints and tips. So here we go…

EXTRA TRACKS: Complete Championship mode to unlock six new tracks, complete Arcade Mode for eight more tracks and Indoor Mode to get another five tracks.

EXTRA TRUCKS: Each time you complete one of the three race modes you'll earn a new truck to use in any modes.

JACKPOT CHEAT: After finishing a race in Championship mode, save your game in case you get a try for the jackpot. If you don't win it on the first try, just reload your saved game and try again until you win.

PLAYSTATION

■ VAGRANT STORY

GAIN EXPERIENCE WITHOUT FIGHTING: One of the hardest things in *Vagrant Story* – and there are many hard things in this is tough bugger – is getting enough experience against each monster class. But fortunately there are ways of doing this other than actually fighting. When you return to certain areas that you've already tackled later on in the game, you'll sometimes find practice dummies. See our handy table below to see where the various fighting dummies are and what class experience will increase if you use them.

Nox: **Locked door problems on the way to Hecubah, the final boss?**

Vampire- The Masquerade: **Mash those werewolf scum**

Syphon Filter 2: **How to capture Gregorov without getting seen**

VAMPIRE: THE MASQUERADE – REDEMPTION

It doesn't help that I've got a serious phobia for spiders when playing this game, that's for sure. Anyway, I'm on the Tower Of London level and I'm up against this werewolf but it keeps killing me. Do you think you could help me out?

Spider Slayer, Northwich

Keep working on beating that phobia Mr/Ms Spider. Here's how to get to the end of that level. OK, werewolf. It's very weak against fire so use any attacks that involve burning it. Also, make sure you don't get too close as you'll be thrown up into the air and lose loads of energy. When it's defeated, return to the Temple Of Set and you'll meet Lucretia. She'll then turn into a giant snake (hope you're not scared of them too). Use fire attacks against her. Then choose to destroy the heart (if you want to see the good ending), leave the dungeon for the docks and get on a ship bound for New York City.

WIP3OUT

What a great game this is. Any cheats while I'm saving up for the new one?

Steven Paisley, Liverpool

Yes. Enter these as names to get the cheats. All challenges: THEHAIR. All prototype circuits: CANCER W. All racing circuits: WIZZPIG. All teams: AVINIT. All tournaments: BUNTY. Unlimited hyperthrust: MOONFACE. Unlimited shield and thrust: GEORDIE.

ICEWIND DALE

Trolls, trolls, oh woe is me. They just won't lie down and die when I floor them. I used to consider myself a gaming god but now I'm beginning to doubt myself. And it doesn't feel good. So how can I stop dying at their hands every time. Help me please oh high priests of tips. Now. Not yesterday.

They're annoying in the extreme aren't they? Beat them the usual way so that they fall to the ground. But as you've found out, they're not dead yet. If you have companions that are still attacking them when they're on the ground, call them off. Then use a Fire or Acid attack on them. Magic spells like Burning Hands, Melf's Acid Arrow or Fireball work particularly well. However, some trolls will get up even after this. If this happens then just repeat the process, beat them up and magic them to death. Sooner or later they'll stay dead.

SYPHON FILTER 2

Dear Masters, I'm trying to capture Gregorov in the park but he spots me coming, every time. I'm going mental with frustration and am even considering mass slaughter. What do I do?

The way to get Gregorov is to shoot out the four lights in the park as quickly as you can. Use Night Vision to sneak up behind him and then Taser him. Be warned, he'll still try and shoot you even though he can't see you. Crack-pot ex-commie that he is.

FEAR EFFECT

Hello Masters, I'm on the start of Disc Four on the great *Fear Effect* and I'm in Hell as Hana – and a hell on earth it is too! I'm stuck on a puzzle in the Playroom just after giving a little girl a doll and I don't have a clue what to do. Please help Masters.

This is one of the most common questions The Masters have had to deal with. The whole puzzle relates to Hana's age. Do this to solve the puzzle. Young Hana – Match the IIIII under 5 and push X. Then match I under 5 and push X. Teen Hana – Match II under 18 and push X. Then match IIIII under 18 and push X. Adult Hana – Match I under 35 and push X. Then match IIIII under 35 and push X. Elderly Hana – Match IIII under 88 and press X twice. Then match III under 88 and press X. Then match II under X and push X. There you have it. We won't tell you what happens next!

POKEMON STADIUM

Can you give me a run down on some of the secrets to successful Pokémon training on the Game Boy because my rental Pokémon just don't cut the mustard in round Two of the tournament mode on *Pokémon Stadium* on my N64.

By the time you reach Round Two of the Tournaments in *Pokémon Stadium* it's pretty much essential that you use specially trained Pokémon from your Game Boy cartridge in order to get anywhere. There are a number of methods that'll give you the hardest Pokémon possible. Firstly, catch three or four of the critters you want to catch at their lowest level possible. Then compare their statistics. Keep the one with the highest Attack stats and let the rest go. Now you'll have to hand-train it by using it in battles. Don't use Rare Candy or leave it in daycare because their statistics fall rather than rise with this method. And don't forget that some tournaments like the Pika Cup only let Levels 25 and lower enter so stop training some of your team when they reach that level. As for the Prime Cup, after your Pokémon reaches L100, then feed them some stat boosters like HP Up that can raise their stats by up to another 30 points. That way you'll have the hardest Pokémon possible for battle in the Stadium. Then no-one will push you around again.

HP
MP
BATTLE MODE
WELL-TIMED!
CHAINS

CLASS	AREA LOCATED
Human	Wine Cellar, Blackmarket
Human	Wine Cellar, Worker's Restroom
Beast	Abandoned Mines B1, The Dark Tunnel
Undead	Catacombs, Hall Of Sworn Revenge
Phantom	City Walls North, From Boy To Hero
Dragon	City Walls South, The Boy's Training Room
Evil	Town Centre East, Gharmes Walk

NINTENDO 64

■ KIRBY 64: THE CRYSTAL SHARDS

Cutesy Kirby has got himself a cool little game here so we thought you would appreciate a few nuggets.

BOSS BATTLE MODE: Get a 100% play rating by completing the game and collecting every crystal. A new mode will then open up where you can battle the games bosses one after the other.

MOVIE VIEWER MODE: Complete the game with a 100% rating to also open an option where you can see any cutscene from the game.

SOUND TEST: Here's one for all of you who can't complete the game with a 100% rating. Just complete the game with any percentage score to open up a mode where you can listen to all sound effects or musical themes within the game.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
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YOUR LETTERS

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STAR LETTER

CHU-CHU BOO-HOO

I'd like to respond to Graham Hanks email (Issue 226) about *Chu-Chu Rocket* being given away free to Dreamcast owners. Just like him, I only found out that the game had been released when I went to my local shop to buy a Dreamcast (yes, people are still buying Dreamcasts). I was going to buy one anyway and the free game seemed like a nice bonus. I like puzzle games, and the single player game is brilliant, but after seeing those telly adverts for Dreamcast online, I took the plunge... and it was so slow it was rubbish. I wanted to warn a friend of mine who also has a DC, but when I told him he laughed and said he already knew. He then showed me a copy of your magazine where you came to exactly the same conclusion. So the moral of my story is this: read every issue of CVG.

Wild Willy, via email

P.S. Can CVG please send me some free Dreamcast games?

Hmm, if we didn't know better we'd say you were trying to butter us up before blagging some freebies. You'll have to settle for the Star Letter prize.

FREE GAMES
FREE GAMES

ILLUSTRATION: Martin Mulchinock

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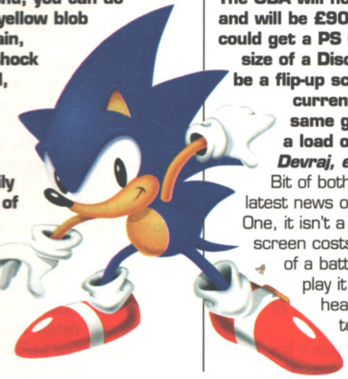
Write in, get it printed and you could win some Madcatz goodies

DEATHMATCH HELL

What the hell are you playing at? You should show some respect to strong, long-lasting games characters like Sonic. How, pray tell, in a proper fight, could that stupid yellow prick, Pikachu ever beat The Spiny One? With his speed, Sonic could easily dodge any lame electrical attacks thrown at him, then nip in and crack Pikachu on the head, which would easily knock him out. But then, if those bloody cartoons are anything to go by, despite having been whacked several times by his opponent, which by all natural laws should result in severe brain damage at the very least, as soon as Ash shouts something along the lines of, 'Come on, Pikachu, you can do it!' that bloody yellow blob would be up again, attempting to shock Sonic with a full, oooh, say six volts of electricity. Not to worry, 'cos Sonic could easily call on the help of Knuckles or Tails, and that would be the end of Pikachu. Sonic would easily win. You're just biased towards the more modern and popular games characters.

Lucifer, Hell



HOSPITALS AND FAST CARS

After reading in this month's issue about the cost of games I was pissed off to see how much the government gets and then, rather than fund hospitals or something, they use it to buy fast cars and big houses.

Shane O'Brien, email

GAMING TO GO

I was chatting to a sales assistant in my local game shop about upgrading my GBC to a GB Advance when it comes out. He said, "Don't bother." The GBA will not be out till Nov '01 and will be £90-£120. For £50-£60 I could get a PS One. It'd be about the size of a Discman and there would be a flip-up screen. It'd run on the current PS chip and use the same games. Is this true or a load of tosh?

Devraj, email

Bit of both. See page 14 for the latest news on GBA, but as for PS One, it isn't a real handheld. The screen costs extra, there's no news of a battery pack (so you can't play it anywhere) and we heard it'll be at least a tenner more than that. But it will play normal PS games.

> "How could that stupid yellow p***k Pikachu ever beat The Spiny One?" **Lucifer, Hell**

YOUR LETTERS

"I managed $23,470.45 in Crazy Taxi so I Am The Man" Rehan Janjua, Cricklewood

I AM THE MAN

After reading Issue 225 I noticed in one of the columns on page 14 you have a section called, Are You The Man? There is a small caption from you guys talking about the infamous score you got on *Crazy Taxi* on Dreamcast. Well, even before you printed that score of $16,648.24, I had managed to get the grand total of $23,470.45. To prove that I have accomplished this I've sent you a photo to show that I Am The Man for this excellent game. I wouldn't even mind coming down and showing you guys my skills at the game.

Anyway, could you please print this and let my fellow Computer and Video Games readers weep as I bask in all my glory of *Crazy Taxi*.

Rehan Ejaz Janjua, Cricklewood

We have the picture. It's true, you are The Man. For now...

NEXT-GEN?

I would like to know the reasons for the lack of X-Box coverage in your magazine. When the PlayStation 2 tech demos came, you showed a huge amount of coverage but haven't done for the X-Box. I would also like to know why in Issue 225 in the Which Next-Gen Console Should I Buy? article it is stated that PlayStation 2's advantage is that it is a "stupidly powerful games machine", but there isn't really much mention of how much more powerful the X-Box is. This seems to me that you are showing signs of being a Sony-biased mag. Finally, I would like to see more coverage of *Shenmue*, and *Metropolis Street Racer* instead of PS2 titles not due for ages.

Fleck and Genn, email

Everything new and worth knowing about X-Box we print. And no, we're not Sony biased. Expect our *MSR* review next issue and more on *Shenmue* soon since its due for an end of year release over here. Only a few months before *Shenmue Part 2* comes out in Japan.

DC PIRACY

CVG told us a couple of issues ago how to chip the DC to play import games. We all thought, "Heck no, I'm not opening my lovely box of wonders just to play import games." Well, now you don't have to. You can do all of that and play Dreamcast back-ups as well, just from a boot CD. I've been playing back-up copies of *Crazy Taxi* and *Virtua Tennis* on my machine (yes, I had the original, so that's OK).

What this means is DC piracy is here. I'm against piracy but only if the game developers/publishers etc charged a reasonable price for a game. If they charged 15-20 quid then there'd be no piracy. But when they charge £35-40 then piracy should teach them a lesson. I fully believe if DC got lots of support it would be a kick-ass console and leave Sony trailing behind. If anything is going to pick up DC sales this is, so to all of you people out there: get your DC today.

Anon

Your logic's a bit arse over tit mate. Console manufacturers make their money on game sales not the hardware. By telling everyone to buy DCs but encouraging them to teach Sega a lesson by backing the pirates, you're hardly helping Sega in the console war. Don't you want to see new games for DC?

DO AWAY WITH YOU ALL

Come on CVG, you are the only magazine the have the archives to run a one-page monthly retro feature. Your readers want it and you have the space! Just scrap the list of people who wrote in to Mailbag and never made it into print and you're halfway there. It would make our day to see the review of: *Marsport* (Spectrum 48), *Paradroid* (Commodore 64), *Xenomorph* (Atari ST) and *Doom* (PlayStation). Your Greatest Gaming Moments and Name That Game are proof of your superior archives benefiting your readers who have been fans for a long time.

Malcolm and Matthew Brown, Surrey

OUT FOR NOUT?

Please send me something because I've never won anything.

Kris White, Lincolnshire

Please find in the post two gold Rolex watches and a cheque for £1000. Not.

FREAK

I'm a bit of a Pokémon freak. Back last December, when I was in school, I had to make a Christmas card in French for someone in my family. I drew a Pikachu wearing a Christmas hat and everybody thought I was weird but my teacher loved it so much. I've sent it to you so you can see it, too.

Catherine Wooley, Essex

So you have. How, er, festive. Lee has photocopied your card and is planning to save a few quid this Christmas by sending all his famiIly a copy. Now he just has to change his name to Catherine and take French lessons.

3D GAMING

Please help me. I have a Virtua Boy but I only have one game (*Mario Tennis*). Can you help by telling me where I can get some more games for it. I really want some more because *Mario Tennis* is great.

Ross C, Chingford

Try calling some of the retro shops that advertise in the back half of CVG. They should be able to sort you out; look out for *Galactic Pinball* and *Wario Land*.

JUST PERFECT

I love *Perfect Dark*, it's one of the best games I've played for ages. Do you reckon its worth getting the Game Boy version, too?

A Perfect Dark fan

Go for it. The GB versions rocks.

DANCING RABBITS

Having read a recent issue I was amazed by one game, *Vib Ribbon*. It looked crap with rubbish graphics, but being a *Bust-A-Move* and *Um Jammer Lammy* fan I thought I would give it the benefit of the doubt. I spotted a demo of the game in a shop so I picked it up.

Wow! The graphics were strangely hypnotic, the music groovy and the black and white was a nice touch.

Now, developers, why don't you bring out more games that are 100% addictive instead of ones that just look nice but have chod gameplay. Please bring out more games with dancing rabbits and the like. And imagine what *Vib Ribbon* would be like with a multiplayer mode.

Clarke Baldwin, Nuneaton

ONLY JOKING

You are always looking for good jokes, so here are some of my favourites.

What do you call a leprechaun on Viagra?

A little hard man.

Jason Power, Ireland

Yeah, we said we're looking for jokes. The joke is that you thought you'd sent us one. Keep 'em coming.

WHO WROTE TO MAILBAG THIS MONTH

Pikachu, Essex; Dark Wolf, Hants; Matthew Orlinski; Matthew Jenkins, Worcester; Philip Young, Blyth; Luke Waycott, Devon; Angus Greenhorn, Aberdeen; Anthony Cheng, Rhyl; Tim George, Chesham; Kirk Jones, Walsall; Lee Bonser, Rotherham; Ollie Hampel, Chelmsford; Graham King, Leicester; Thomas Charnock, Manchester; Doug Cooper, Stevenage; Ciaran Dolan, Limerick; Richard Quigley, Byker; Duane Weatherall, Nottingham; Sayeed Amin; Laura Quigley, Peterborough; Jake O'Neill and Lee Wilkinson, Leyland; Paul Hallows, Manchester; Christopher Hewes, Ipswich; Sexy Jadey, Lincoln; Steven Wilson, Sheffield; Ralph McDonald, Australia; Jimmy Jenkins, Bristol; Daniel Birstall; Martin Busby, Belfast; James Deacon, Herts; Kelly Birch, Plymouth; Jon Taller, York.

"If anything is going to pick up Dreamcast sales, piracy is" Anon

FIND OUT FIRST

PS

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DRIVER 2 - BACK ON THE STREETS

AFTER ALL THE HYPE IT'S TIME FOR THE FACTS, AND NOTHING BUT THE FACTS

WORDS **LEE SKITTRELL** SCREENSHOTS **LEE SKITTRELL & REFLECTIONS**

We gamesplayers love to gush. The more excited we are about a new game, the more we all love to talk it up, spreading and building the hype between us. The bigger the game is, the more we like to hear, talk and read about it and, as far as PlayStation titles go, they don't come much bigger or more talked about than Reflections' *Driver 2*.

THE LOWDOWN

We've got our hands on the most complete version of *Driver 2* yet for this special feature and we could quite happily gush some more about it. Four new cities! You can go around on-foot stealing cars! Two-player mode! Yes, it is all rather exciting, but wouldn't you rather read a lowdown of everything that's been crammed into the game so far, along with a proper analysis of how it plays? Thought so. And who better to hear it from than players like you. So we've assembled a team of CVG readers to give you the most accurate picture of how the game's shaping up. What's that Matt? You want me to mention the widescreen TV competition too? Alrighty.

FAB FOUR

There will be four main gameplay elements in the finished version of *Driver 2*. These are the Undercover missions that make up the main game, the Take A Ride option that lets you burn around the four cities, a selection of mini challenges in Driving Games, and a gaggle of multiplayer modes. All of the above modes were represented in the version of the game we had in our offices, but some functions and features were missing, still under the scrutiny of the developer. So those nice chaps at Reflections took us, and a second squad of readers to Newcastle to play a different set of code, that included other features. And a very nice day out we all had too, thank you very much. So, two builds of *Driver 2*, nine readers and face-to-face access with Mr *Driver* himself, Martin Edmondson. We've distilled all the varying views and buckets of information into one overall opinion that's indicative of what the consensus was about *Driver 2*. Buckle up, here we go..

A blonde honey chauffeurs you in a Merc...

...to a slap-up binge at Newcastle's top eaterie...

...then the sun shines for the first time in weeks...

...before playing *D2* with Mr *Driver* himself. Perfect!

CVG'S DRIVING TEAM

They're all readers, and most of them got a crack at *Driver 2* before any other players in the world because they won our competition in Issue 224. Bet you wish you entered now, eh?

Sohail Khan (16) - London
Talked games non-stop for four hours all the way to Newcastle, so he knows a bit

Farhan Hussain (15) - London
So quiet you can hear his teeth grating on tight corners in any racing game

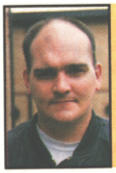
Justin Tan (15) - London
Maniacally laughing *Driver 1* fiend with a fetish for burnt rubber. Er, tyres

James Aktinson (23) - Liverpool
Hardest looking Kiwi we've ever seen not wearing an All Blacks rugby shirt

Ross Scrivener (15) - London
Asked us to call him Ginger so Chris Evans would give him dosh too

Wayne Rodgers (18) - Cumbria
You'd never know he has a valid driving license when he's behind the virtual wheel

Peter Robinson (16) - Derbyshire
Got to Newcastle without getting lost. So Tanner's in safe hands



Stephen Griffin (30) - Dundee
Doesn't eat in the daytime and only leaves a game to go toilet. Probably

Martin Allan (15) - Edinburgh
Has the UK's largest collection of broken joypad buttons

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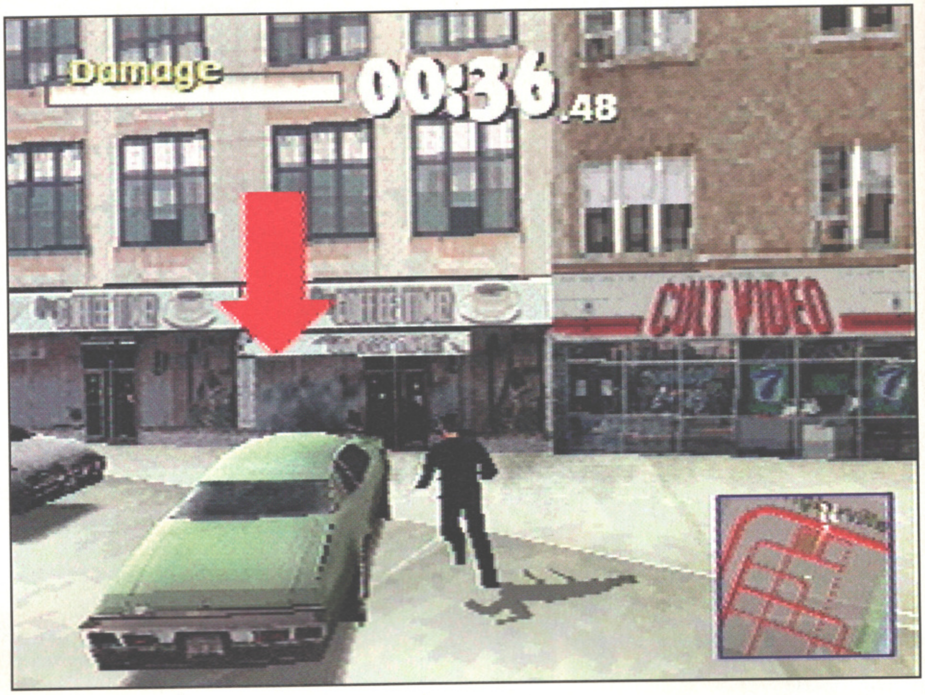
DRIVER 2 SPECIAL

*OUT***NOVEMBER** *FORMAT***PLAYSTATION** *MULTIPLAYER***1-2**

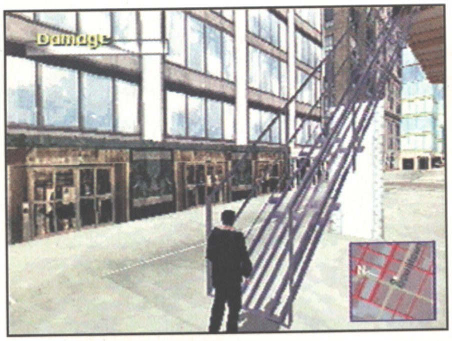
UNDERCOVER

All of the main single player missions in *Driver 2* make up the Undercover game. Tanner – grumpy hero cop guy – is sent in undercover to sort out the threat of violence between rival American and Brazilian uber-gangsters. In keeping with the international plot, the action takes place in Rio De Janeiro, Havana, Chicago and Las Vegas. The sample missions we played weren't finalised, which was just as well. While the original *Driver* was strict, both in time limits and mission parameters, *Driver 2*s difficulty is currently obscene. Of course, there's still time for these things to be tweaked and they'd better be: one mission, where we followed the course of an overhead train through Chicago's obstacle-strewn and traffic-jammed streets below, was a mare. A case of one little mistake and you've blown it. Our team of testers agreed that the game at this stage is way too tough. But it's also worth noting for those of you who struggled to beat one minute in *D1*'s infamous timed garage section, Edmondson cracked it in 23 seconds. So maybe we're all just weak.



WALK THIS WAY

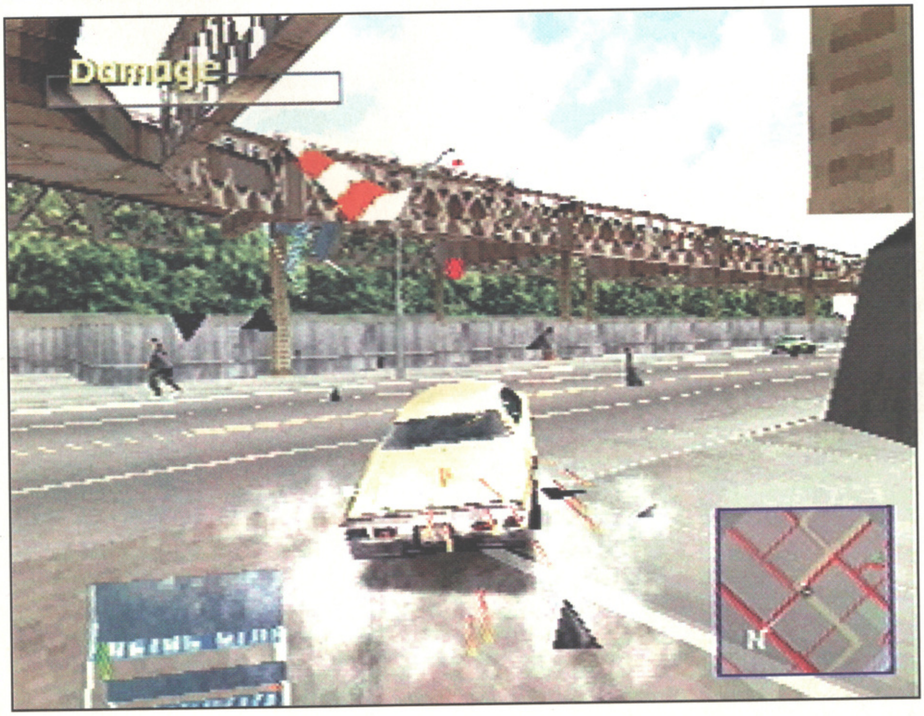
One of the most talked about additions to *Driver 2* is that Tanner can now hop out of his vehicle and peg it around the city on foot, er, 'borrowing' other cars to make good his getaway. Running about breaks up the driving action, and dumping slow or damaged vehicles to nab new ones opens up new possibilites mid-mission.

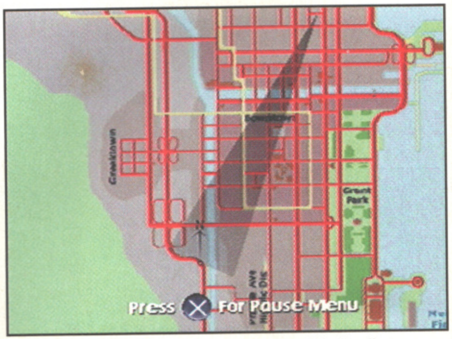


It's an integral part of *Driver 2*s gameplay rather than some throwaway idea. Trashed your car to within an inch of it's life and packs of cops on your tail in heavy traffic? Switch to a vehicle with more street presence, like a bus. The impact physics mean that bigger, heavier vehicles are far better at punching a way through road blocks or traffic (which flows in a more realistic manner, with vehicles making decisions which way to turn at every junction). This element is fun, but Tanner's out of car animation is a tad poor. He's also a diddy little guy on-screen and a shift in camera perspective to make him look like the hard man he is would've been nice.

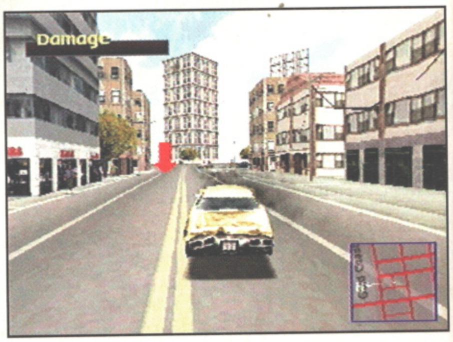
MULTIPLAYER

Not content with cramming three modes of play into a massive single-player extravaganza, Reflections have included five different two-player games to thrash your mates at. These are Survival Tag, Take A Ride, Gate Racing, Cops 'n' Robbers, and Capture the Flag. We only had a bash at Cops 'n' Robbers, which plays kinda like it sounds. One of you is cop, the other the robber and the cop has to smash up the robber's car to catch him. Most of these multiplayer modes appear to be two-player versions of the superb Driving Games, though the streets are strangely empty of other cars.

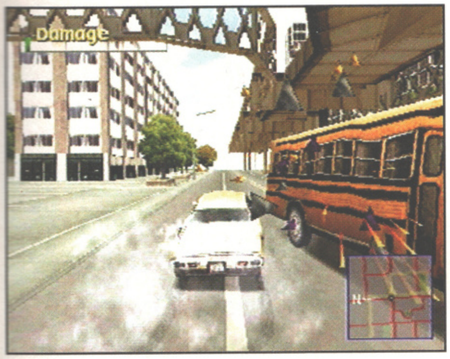


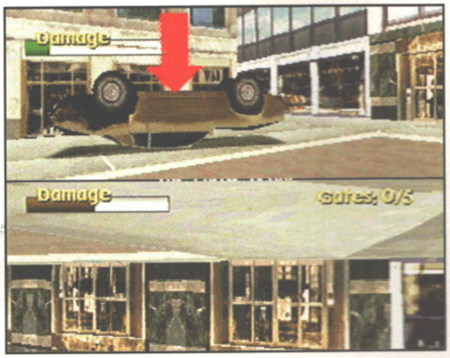


The dark cone indicates the direction you should be heading



> Switching cars is cool and makes the game deeper, but when you steal one you don't see Tanner throwing anyone out.





CAN YOU HANDLE IT?

Graphically, *Driver 2* is an improvement over the first and, for a PlayStation game, looks the business. Moodily directed FMVs litter the game and give the action a brilliant, bluesy feel, but it is clear that Sony's ageing console is struggling to keep everything running smoothly, apparently at the expense of a decent draw-in distance. Currently the pop-up is shocking. Cars handle in a similar way to the first game with an emphasis on hair-raising crazy skills rather than proper driving. Even for *Driver 1* veterans, it can take a while to get used to the sensitive steering and how best to take corners. But learning how to become King of the Road is a good crack. Swerving through oncoming traffic and burning around corners without flipping your car is an awesome, satisfying feeling.

TEAM TALK

Ross: "The turning is really difficult to get used to and using the analogue doesn't help."

Farhan: "The graphics are definitely better; there's more detail."

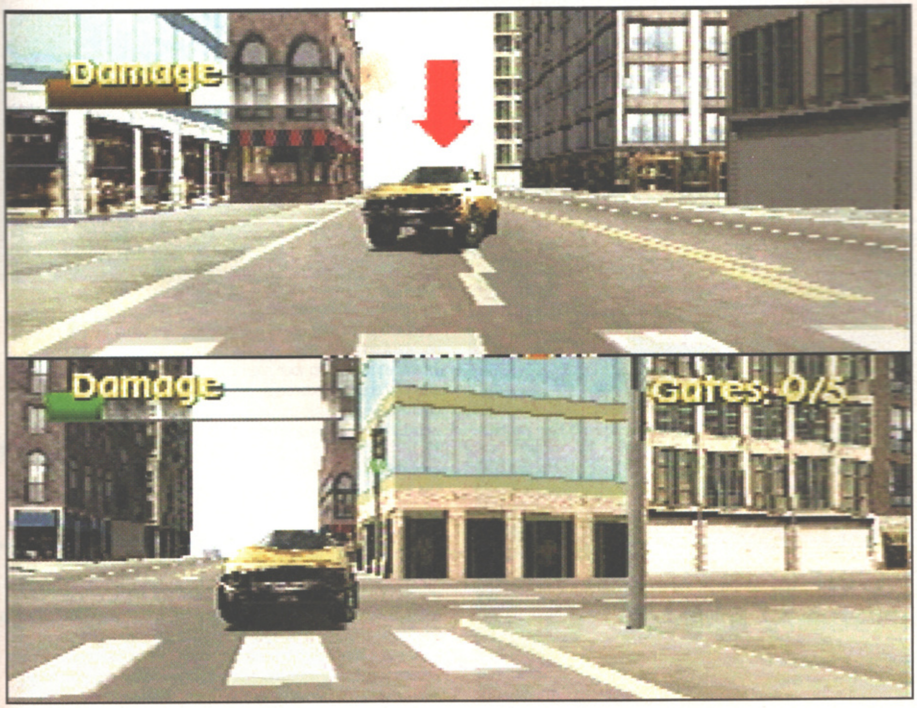
Stephen: "In *D1* the cops let you alone after a while but here they keep coming. Two-player might get boring, stuck in the same car."

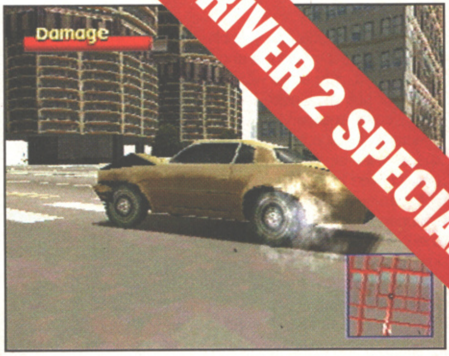
Sohail: "The cops seem too difficult at first but you get used to it and it's good for replayability."

Peter: "Getting out of the car and into different vehicles makes it more varied. It got a bit boring with just the one car in *D1*."

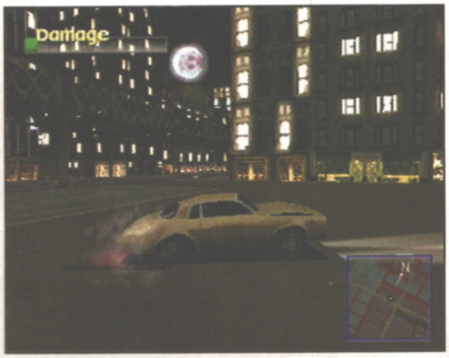
James: "Multiplayer was what was really missing from the first game and it's what really stands out in my mind."

Wayne: "Multiplayer was the best bit."

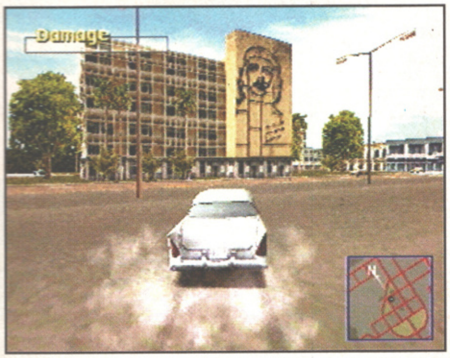




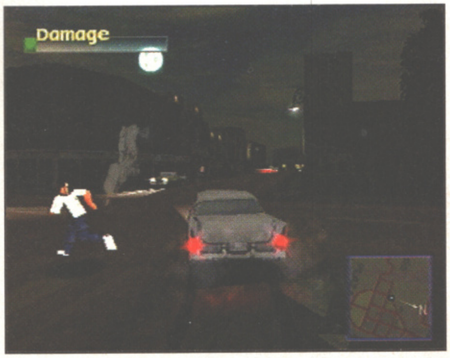
A pedestrian crossing but no pedestrians. Damn. Just wait till we see one. Anyway, Chicago by day looks nice...



...but by night it's a whole lot prettier. There's even the light of a full moon to bathe in. Still no pedestrians in sight here though



Sod it, let's try Havana. Look, there's wassisname's picture on the side of that building. Wonder if he appears as a guest pedestrian?



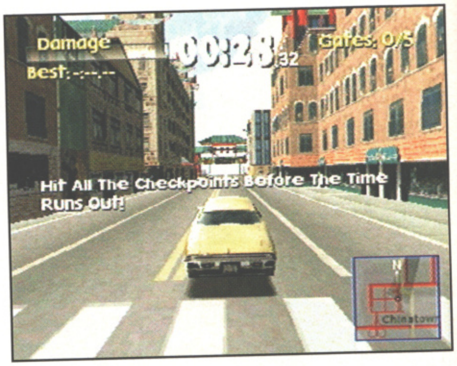
Aha, pedestrians... but no matter how hard you try to run 'em down, they always scarper to safety. Some things never change

TAKE A RIDE

Take A Ride mode lets you blast round the cities without worrying about missions and time limits. Not all at once, mind. You start with access to Chicago and Havana, but you'll need to complete some of the Undercover missions to access the other cities. It's great to check out how closely they're modelled, and the answer is: pretty accurately, thanks partly to the new curved roads and corners. They've taken a few liberties since including every one of the many thousands of real streets would be impossible, but there's hundreds of roads for every city to cruise and learn. Which, after the initial curiosity of exploring the game environment has worn off, is what Take a Ride mode is best for – memorising city layouts so you know the best routes to take for the missions. Just like in real life really – you'd never hire a rookie driver for a job if they didn't at least know how to get around quickly. Learning the shortcuts and quickest routes is key to breaking the missions so you'll have to spend some time in Take A Ride if you're to crack the tougher jobs in Undercover. Particularly at night, where familiar road lay-outs can become more treacherous since they're only lit by car headlights and the odd street lamp. Luckily, you can Take a Ride both by day and night.

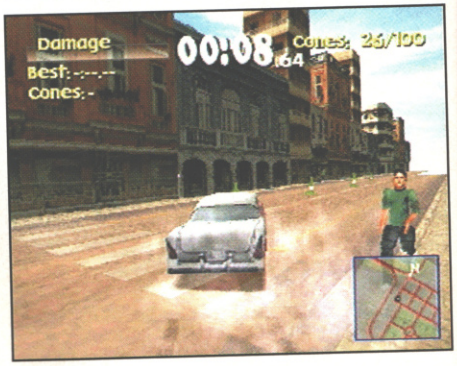
TEAM TALK

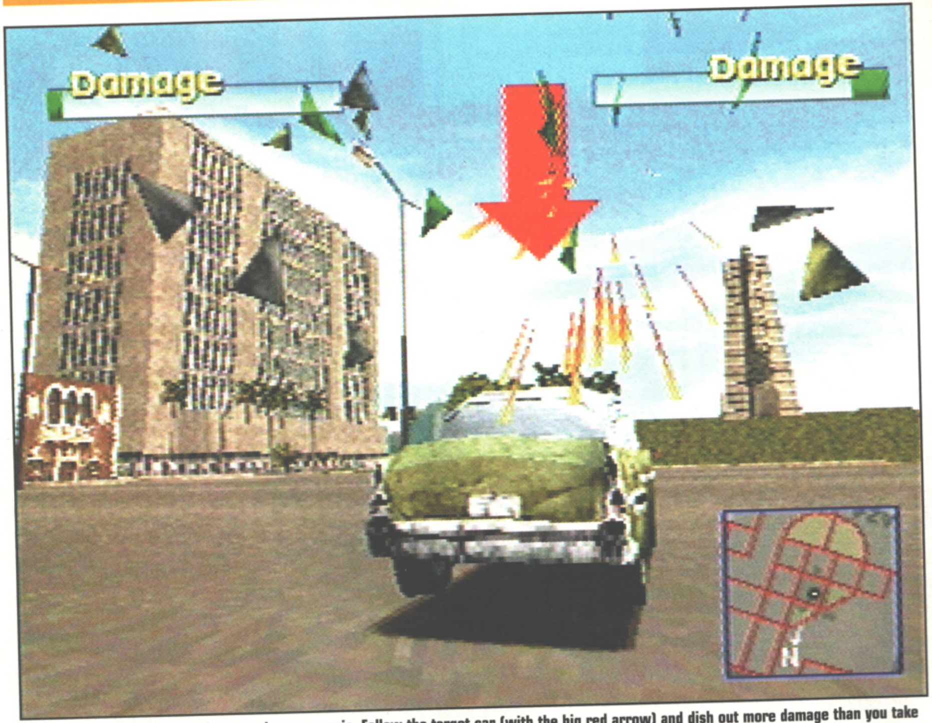
Stephen: "They wanted it to be more realistic but sometimes if someone hits your car it topples over. That's not realistic."
Sohail: "The cities themselves feel more realistic with their own atmospheres."
Farhan: "The cities are a bit like *GTA* in 3D, and it's good you can explore them in Take A Ride mode."



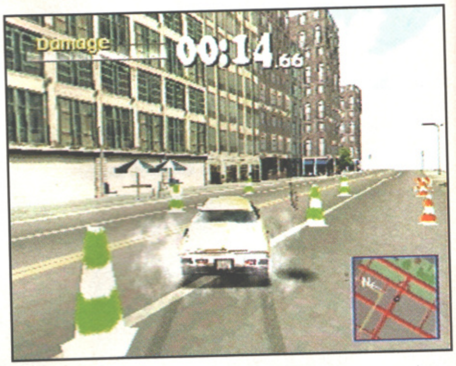
Hit All The Checkpoints Before The Time Runs Out!

> It's good to see curved roads ths time. You need to learn to steer a bit differently from the original *Driver*.





Driving Games: Quick Chase, is, er, a chase scenario. Follow the target car (with the big red arrow) and dish out more damage than you take



SECRETS

And just when you think you've got a city licked you discover that you can literally open up new areas in Take A Ride. For instance, if Tanner flicks a switch which opens a shutter in Rio, the horse track complete with water jumps is then open. There are also hidden vehicles littered across the cities – ducking behind a pile of boxes in a warehouse may reveal a beautiful stretch limo for you to mess up. You'll only find these secrets by exploring, so it's a strong incentive for sticking your nose in every nook and cranny. They're also in there for Undercover and can have have a significant impact on the way you tackle missions. When you're racing the clock, would you rather chug along in a bus or fly in a sportscar?

DRIVING GAMES

The selection of challenges thrown up in the Driving Games option is mighty impressive. These include: Trailblazer (knocking down as many cones as possible), Gate Racing (bit like slalom skiing), Checkpoint, Quick getaway and Auto Testing, and they're all available from the start. You can choose to play any of the six games in any of the four cities and there are four challenges within each game. Add 'em up and that's a whole lot of gaming pleasure for just a sub-section of the main game. The games we played were still a little rough around the edges, but this section of *Driver 2* looks very promising. There's loads of challenge and variety, and they provide a nice change of pace from Undercover.

> I recognised some places but not every player is going to know or care exactly how accurately the cities are modelled.

FAMOUS FINGS

Hold onto your pants. The trendy threads featured in the game have been designed by none other than fashion god Oswald Boateng, himself. But while they may look swanky in the gorgeous FMVs and give the stars a bit of a gangsta flava (*good grief – Ed*), you'll be hard pressed to tell the difference between Boateng's designs and C&A's latest when you see Tanner on-foot in the game proper. Maybe he'll look a little snappier in the release code. Just for the record, some big choons have also been signed up for *Driver 2*. They may not all be to your taste, but they're meant to fit the feel of the game. Oh, and if you're wondering whether Antonio Fargas (aka Huggy Bear) will be seen out and about pushing *Driver 2* to the masses like he did with the original, the answer is no. Though he is doing some voice-over work. Like, groovy.

CVG RECKONS

MIX IT UP

Driver 2 met with slightly mixed feelings in respect to certain aspects of the gameplay. Initial excitement over the fact we were playing *Driver 2* was dented by touches of disappointment for some and real frustration over the difficulty of the missions. While not in their final form, the missions we played suggest an alarmingly high difficulty level, though Reflection's playtesters may iron this out. Those who didn't flounce off in a huff found a lot of enjoyment to be had, particularly in the Driving Games, which could well turn out to be one of the best sections.

STREET WORTHY

No doubt a bunch more features we haven't even seen yet are planned for the final version. We've already had a tinker with the movie editor, which makes a reappearance, and it's a cool way to show mates how a master like you can crack *Driver 2* wide open. But as CVG went to press in August, there was still plenty of work to be done to make *Driver 2* street worthy, so we could yet see some dramatic changes before final release. We'll have a proper review very soon and in spite of the weaker aspects that are apparent in any pre-review code, it's already obvious there's a very solid foundation in *Driver 2*, and enough longevity to make this an great value package.

YOU'RE GONNA COP IT

It's unfair to make a proper judgement without seeing more final code, but there were inevitably concerns among our reader-players as to similarity with the first game. The basic action is very similar (even with the new on-foot element included), but then it's still an awesome formula. And you know what they say – if it ain't broke... Throw in all the extras in the mini-games, secrets and multiplayer modes, and Reflections will have to do something seriously wrong between now and its November release to make a mess of *Driver 2*, and we can't quite see *that* happening with Martin Edmondson at the wheel. Bring it on!

END

CVG EXCITEMENT-OMETER AND PLAYERS' FINAL THOUGHTS

James

"It's a good follow-on not a cash-in like *Tomb Raider*. I'd say players are going to be pleased with it."

Sohail

"Even though it wasn't at all complete when we saw it, it was great. It really doesn't need anything more."

Wayne

"Great."

Justin

"Looking quite good. The out-of-car feature is the bit I liked best."

Peter

"It was really good for a sequel. Sometimes sequels are just too similar to the original."

Stephen

"It's good enough but somehow you'd expect more because it is *Driver 2*."

Farhan

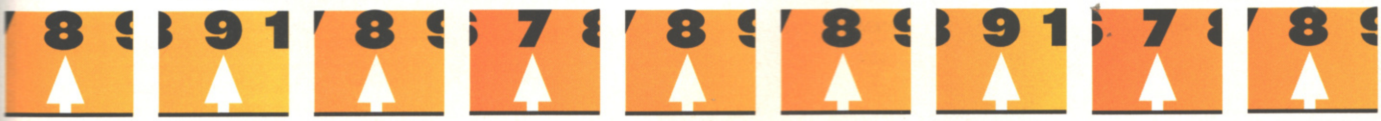
"It wasn't totally brilliant but there's still lots more to be done."

Ross

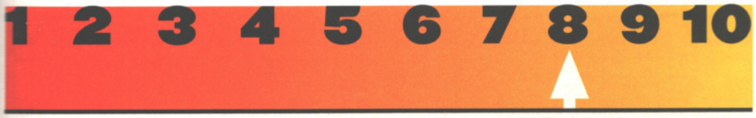
"It's not quite as impressive as I had hoped but it has great potential."

Martin

"It's going to be a lot better than the first one – there seems to be a whole lot more in it."



OVERALL EXCITEMENT-OMETER



We asked our team of reader-players to tell us – based on what they've now seen of *Driver 2* – how excited they are about the prospect of the final release. They rated their excitement on a scale of one to ten on the CVG Excitement-ometer, where one is not at all and ten is trouser-aroused. You'll see on the left that the overall average is eight. So it's official then. It's not all hype – you really can get excited about *Driver 2*.

COMPETITION WIN WIN WIN!!!

HAVE WE GONE MAD?!

See this delicious 28" JVC widescreen TV worth £500. See this spanking gorgeous PS One? You've just seen how impressive *Driver 2* is. Now imagine it's all sitting in your bedroom at home. How cool would multiplayer *Driver 2* be on a telly that big? All this gaming loveliness could be yours, for just a few seconds of your time. The only thing that stands between you and the best kitted out games room in the country is one simple question. Slap your answer on the coupon below. First correct answer out of the hat wins the telly, a PS One and a copy of *Driver 2*, while the first runner-up gets a PS One and a copy of the game. The next three runners up get a copy of the game each. Enough for you?

Damage
Damage
Gates: 0/5
JVC
SONY

QUESTION:

WHICH TOP NAME FASHION DESIGNER HAS DRESSED TANNER FOR *DRIVER 2*?

A. VIVIENNE WESTWOOD
B. ZANDRA RHODES
C. OSWALD BOATENG

DRIVER 2/JVC COMPETITION

Post to us at: *Driver 2* Competition, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by October 11th 2000.

ANSWER: ....
NAME: ....
AGE: ....
ADDRESS: ....
....
....
PHONE NUMBER: ....

Rulz
1/You must be aged 15 or over to enter and winners may be asked to show proof of age before collecting their prize.
2/Only one entry per person
3/Competition is not open to employees (or their families) of Emap or Reflections or associated companies.

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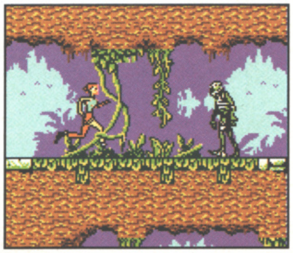

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REVIEWS

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The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game, regardless of format or who has made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

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100 ROYAL RUMBLE
Sweat and smackdowns

112 TUROK 3
A *Perfect* challenger?

126 SPIDER-MAN
Toon-tastic!

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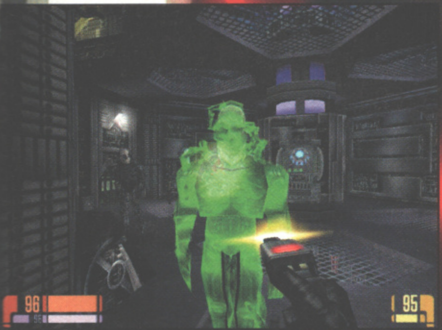
Star Trek game with *Quake 3* engine from the makers of *Soldier of Fortune*? Resistance is futile

WORDS & SCREENSHOTS: PETER WALKER

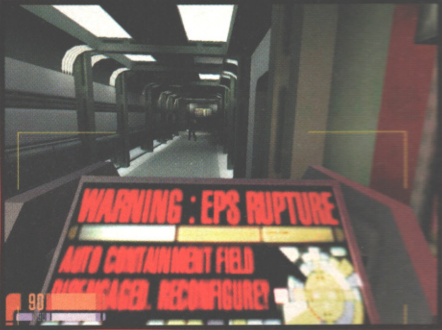
Prepare to be assimilated. The games equivalent of The Borg has just beamed into CVG's offices and it's already conquered our entire floor. The daily inter-magazine *Quake 3* deathmatches are now *Elite Force* capture the flag sessions. Even Trek-haters can't resist the lure of blowing Captain Janeway away or twatting Tuvok with an Infinity Modulator. And that's just in multiplayer. Unlike *Quake 3* or *Unreal* there's a full-on solo campaign game too. Could it be? Has Raven cracked the final frontier and created a class Trek game? One thing's for sure: if *Elite Force* is anything to go by, it can only be good news the *Q3* engine's been licensed all over the place 'cos we're in for some seriously handsome gaming.

CAPTAIN'S LOG: NOT CRUSTY

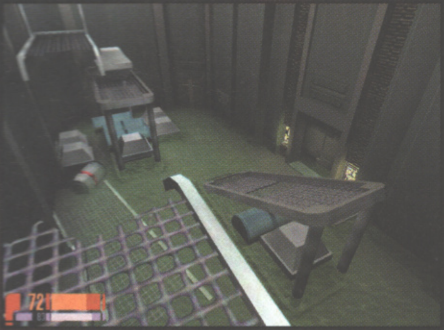
Single player pulls you in straight away using a series of (often) clever story-driving devices to hook you – much like *Half-Life* or *System Shock 2*. Which has to be a good sign. Boot this up and like us, before you realise it, you've been playing for hours. And it's a Star Trek game. Wow!



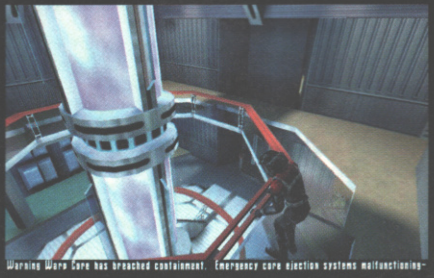
Things kick off with you on a messed up mission on a Borg Cube trying to rescue your team and recover Seven's I-MOD weapon



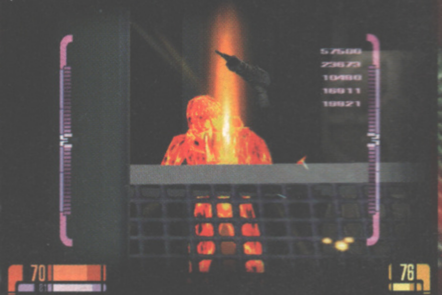
The mission goes arse-up only for you to discover it was a holo-sim. Then the ship's attacked and all hell breaks loose for real



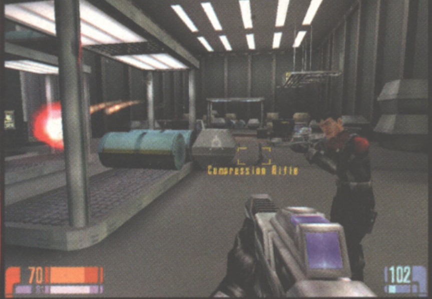
You leg it through exploding sections of the ship sorting basic puzzles – like this shot – en route to Lt Torres in the engine room


Warning Warp Core has breached containment. Emergency core ejection systems malfunctioning-

The bloody warp core's up the spout (again) and you've got to work against the clock to make it safe. Fail and everyone's toast. Oops



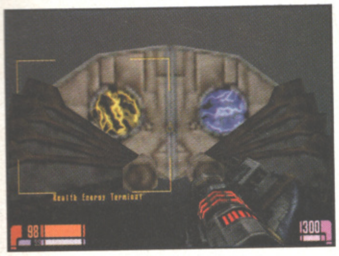
A machine called The Forge has sucked Voyager into a space ship graveyard. Scavengers are nicking your supplies. Cue a firefight

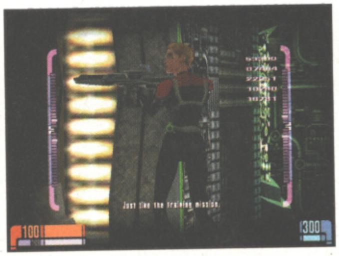


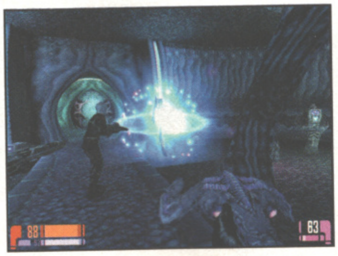
Your team's on one side of the hold and invaders are continually beaming in on the other. Waste 'em and work out how to escape...

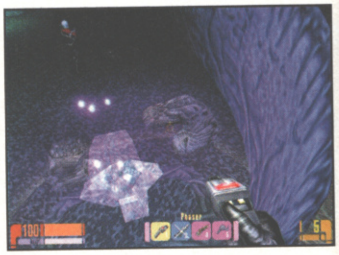
UFO IN YOUR CD-ROM

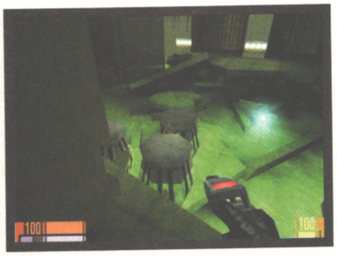
Elite Force is hard to pigeonhole. Initially, the firefights seem much like a typical first-person shooter, but then there's your Hazard team to look after, puzzles to solve, stealth missions to complete and sessions of exploring bits of Voyager and chatting to crew before picking up your next mission. Story-driven FPS is closest.

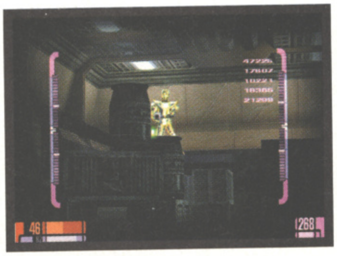

Best familiarise yourself with these health and energy rechargers if you want to go gung-ho

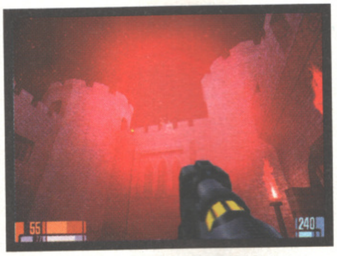

Messages from the other Hazard team and feedback from your own add to the atmosphere

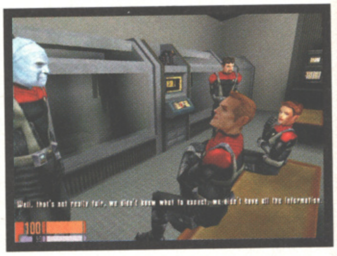

You often scrap alongside team members. Just don't kill them yourself or it's game over


These flying pink electric sperm repair machinery on this alien craft in one of the harder puzzles


Solo stealth missions pop up occasionally like this incursion into the scavenger base

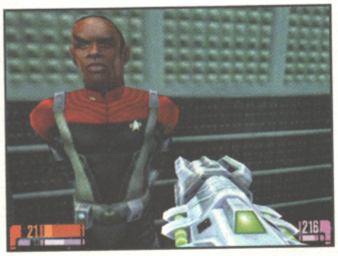

At the end of all that stealth and sneaking around, there's a massive scrap with this hardcore boss

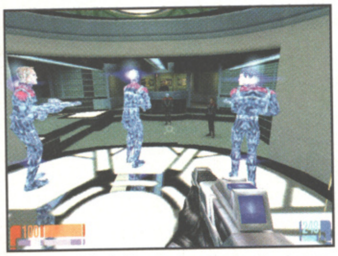

Between missions you sometimes get to test new weaponry in themed holosuite arenas

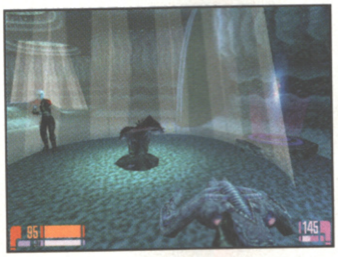

Sequences wandering Voyager and chatting to crew members is a nice idea but feels a bit odd

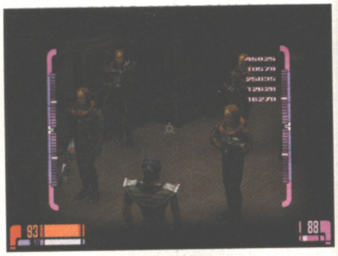
IT'S TREK, JIM

Being a Trek-licensed game, pretty much everything here stays authentic to the Voyager series – characters, many of the weapons and even the ship's layout are all present and correct, Captain. But though the series is set 70 years of space flight away from Federation territory, there are lots of human, Klingon and Borg enemies. Err?


You play Ensign Munro, second in command of Tuvok's new elite SWAT-style Hazard Team


It just wouldn't be Star Trek without extensive use of the transporters now, would it?

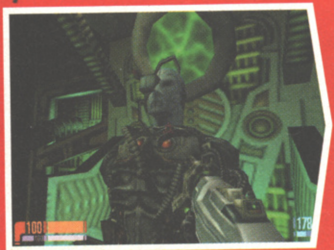

The Voyager itself is a tad bland like the telly show, though alien ships look more interesting

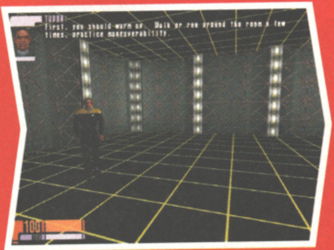

How Klingons got all the way out here is anyone's guess. But hey, who doesn't want to kill Klingons?

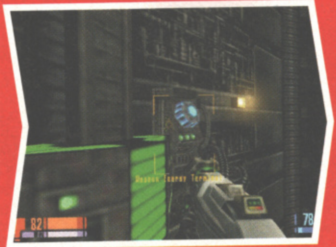
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

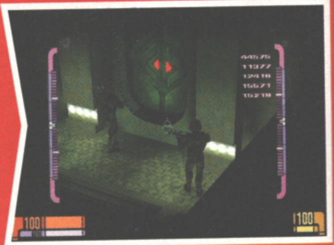
BE A CAPTAIN, NOT AN ENSIGN

You may have watched every episode of Voyager, but that doesn't mean you'll automatically know how to crack *Elite Force*. Here's a few tips for starters...


The Borg adapt to your weapons energy frequency. You know when they've adapted 'cos they glow green when your weapon blasts them


Just because you played *Quake 3* doesn't mean you should skip Tuvok's training sessions. There's a new *Thief*-style lean to master for starters


Wall-mounted health and energy units sometimes contain more juice than you can use in one go, so remember where they are and backtrack


Use zoom. It's an important tool for scoping areas ahead and learning sentry patterns on stealthy missions. Take cover and use it to snipe too

IT'S

All weapons hav
Tournie. Check t

“Ha

1-16

Quakesters will be
Capture The Flag a
few new ones too.

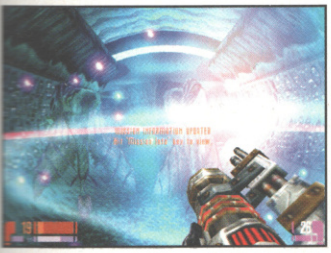
WHA

IF YOU LIKE THIS TRY THESE...

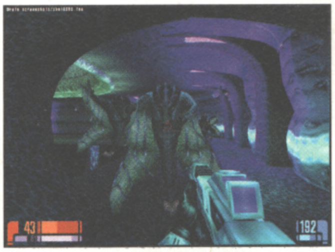
Quake 2, *Half-Life*, *System Shock 2*, *Deus Ex* (all on PC)

IT'S JUST A PHASE-R

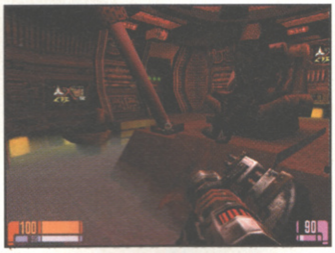
Using the *Quake 3* engine, you'd expect *Elite Force* to look pretty special, have loads of kick-ass weaponry with impressive effects and some mean, great looking enemies with smart AI. Which mostly isn't too far wrong. The characters and enemies look good, the locations are atmospheric and only the cutscenes let you down.



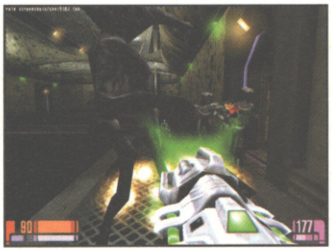
All weapons have a dual-fire option like in *Unreal Tournie*. Check this one out for size, alien scum



The cut scenes are the only ugly wart we could find on Elite's otherwise handsome face



The Klingons use cover well and don't act as dumb as they look - but have a tendency to nod off

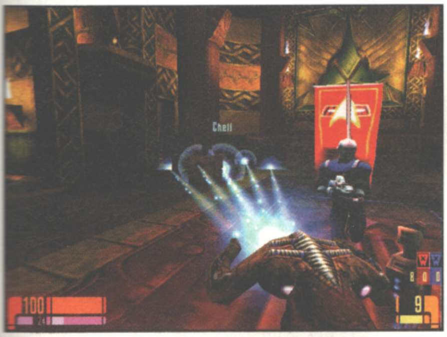


There's no subtle way to tackle some species, while others, like the Borg, have a weak spot...

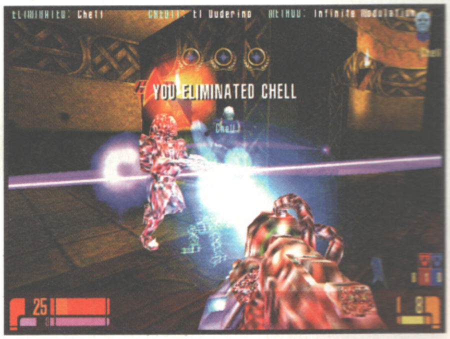
> **"Have they cracked the final frontier and created a class Star Trek game?"**

1-16 WITH SEVEN OF NINE

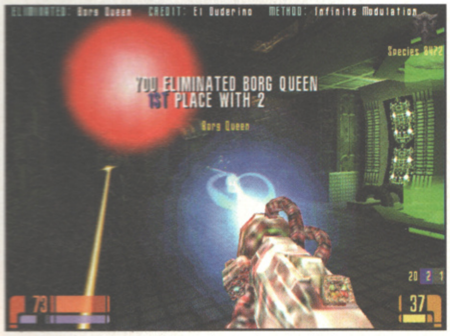
Elite Force could be the best game in the world in single player (which it's not), but no self-respecting big hitter comes without a comprehensive multiplayer mode these days. As you'd expect from a game using the deathmatch daddy *Q3* engine, *Force* has this in spades.



*Quake*sters will be right at home. All the usual modes of play – Capture The Flag and team deathmatches etc – are in there with a few new ones too. You can make up sides using bots if need be



Of course, you get to choose your skin and all the Voyager crew are on the roster, as well as the aliens. This being the *Quake* Engine, it's only a matter of time before custom skins arrive too



OK, OK, let's talk gore: there isn't any. Enemies die in wisps of smoke, and the whole multiplayer element is set in the holosuit. Well, when was Star Trek ever an 18 certificate?

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Quake 2*, *Half-Life*, *System Shock 2*, *Deus Ex* (all on PC)**

SET TO (NEARLY) STUN

Elite Force is a fine game and the best Star Trek offering to date. The story-driven one player campaign draws you into the plot, creates atmosphere and gives enough pace to get you hooked without even realising it. But Raven's well of inspiration runs a little dry several missions in, with some levels starting to feel a bit flat, too linear and the ways to complete objectives too obvious and predictable. This kills off the feeling that you're really exploring enemy ships. You don't so much explore these missions as go forward from A to B, killing aliens and pressing buttons. If that description sounds simplistic, that's only because it's how the gameplay ends up feeling in places.

THOUGHT FACTOR ZERO

One of the best puzzles in the first half of the game – involving those floating electric sperm – is all but ruined by the lack of interactive objects in the levels. In *Elite Force*, if it's in there, it serves a purpose, and with one-way transporters limiting where to look for solutions, it makes most of the puzzles just that bit too easy.

DEEP SPACE WHINE

What's more, your team seems to survive very nicely without your help when scrapping in Normal mode, which means you don't really care about them like you should. The bits exploring Voyager and talking to the crew are too restrictive and ultimately seem like irritating and pointless time-wasters between the actual missions. A feature for real Trekkies only. While multiplay is lots of fun, you'd be forgiven for thinking it was simply a classy *Quake 3* mod. The Net community will offer more inspired maps, but we hope things are tweaked a tad before release because the weapon balancing and bot AI (supposedly improved on *Q3*'s) seemed a bit suspect here and there – even in parts of one-player.

WORTH PLAYING?

Many players see all things Trek as a bit cheesy, and while *Elite Force* has a lot to offer, it just won't be enough to convince everyone that Trek can be cool. Not quite a classic for the rest of us, but certainly well worth a look anyway – and a must-have for any Trekkie. Our Lee will be pleased.

computer and video games

★★★★

PlayStation

COST: **£29.99**
OUT: **SEPT**
MULTIPLAYER: **NO**

ALIEN RESURRECTION

Darkness. Stench of fear. Steaming acid blood. Aliens. Teeth. More teeth. Slither. Splat. Game Over!

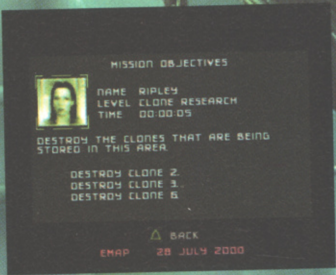
WORDS & SCREENSHOTS: MAURA SUTTON

You're lost and alone. You're half-alien, half-human, and you used to be dead. Things can only get better, can't they? Of course they can. All you have to do is hook up with your mates who are hiding somewhere on the USS Auriga, and escape in their ramshackle cargo ship, the Betty. You might run into a few aliens here or there, but you've dealt with them before, haven't you? Hell, if it wasn't for the little razor-toothed critter that was removed from your chest the other day you wouldn't even be here right now anyway.

It's been a long time coming, but finally it's here. The game based on the fourth film in the Alien series has arrived and, just like Ripley's troublesome offspring, this blood-drenched baby is a stone-cold killer.

TALES OF TERROR

The game story is based loosely on the film, but they've taken some liberties with the original plot to keep things rocking. In the movie, the aliens don't attack Ripley because she's a clone constructed from human and alien DNA. In the game, the xenomorphs are still out for her blood, even if it is made from acid.



MISSION OBJECTIVES

NAME RIPLEY
LEVEL CLONE RESEARCH
TIME 00:00:05

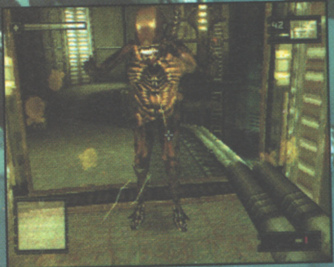
DESTROY THE CLONES THAT ARE BEING STORED IN THIS AREA.

DESTROY CLONE 2.
DESTROY CLONE 3.
DESTROY CLONE 6.

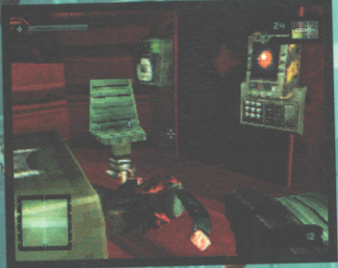
△ BACK

EMAP 28 JULY 2000

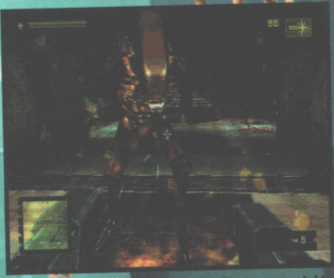
You get new objectives for each level. Here Ripley has to destroy some of her deformed clones. Yuk!



You play as other characters, too. Here android Call searches for detonators to launch the lifeboat



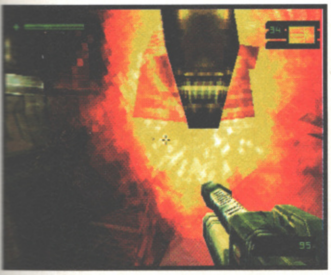
As Distephano you have to trawl the Military Systems Complex to reboot the ship's computer



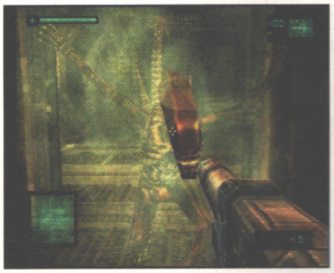
Christie is the weapons expert who gets to wield those righteous dual pistols strapped to his arms

LOCK 'N' LOAD

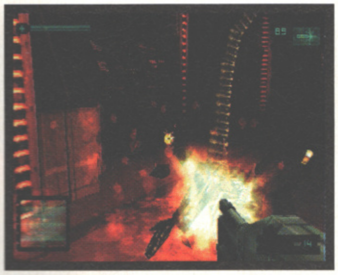
Where there are aliens there are usually mighty guns to destroy them with. And the choice of tools here will make your mouth water. You get to use all the weapons from the film series, and most of them handle superbly. There's nothing quite as satisfying as emptying a full round into an alien's grinning mush. Here's a selection of the equipment on offer.



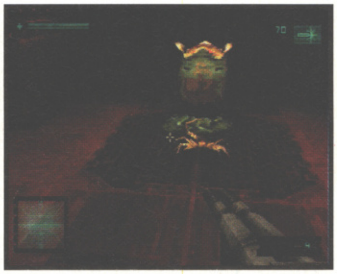
FLAMETHROWER: Works really well against the eggs, but has no effect on the special soldiers



GRENADE LAUNCHER: Drops aliens with one shot. Feels satisfyingly weighty in your hands



PULSE RIFLE: Stop them in their tracks with a steady burst of pulse fire. They hate that

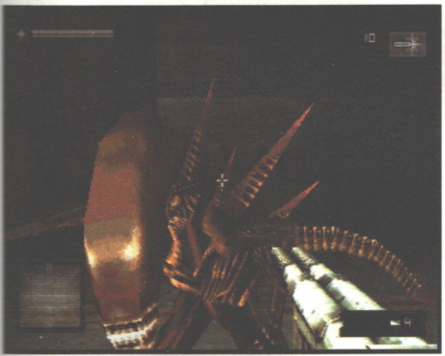


SHOTGUN: Kicks like a mule and works well up close. Good for splatting face-huggers

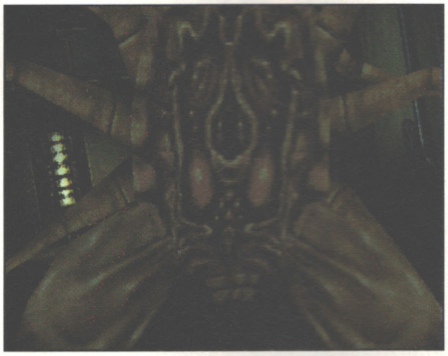
> "In-your-face terror and one hell of an instinctive gaming experience"

ENEMY SCUM

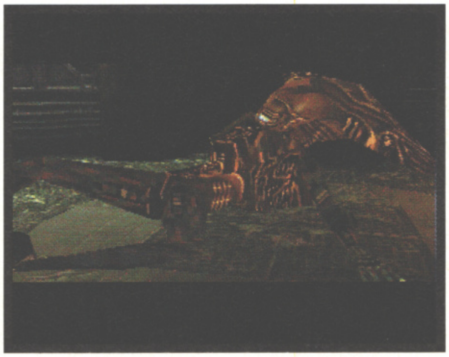
There's no mistaking the real stars of this game. Those slime-coated creatures run riot on the decks of USS Auriga and come in many shapes and sizes. The scenery may be a little samey and the humans look like pixelated mush, but the xenomorphs are 100% pure evil brought to life in all too horrific detail.



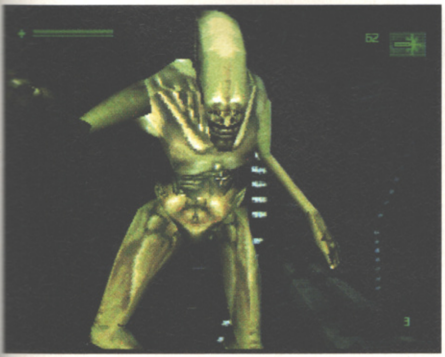
ALIEN: Slime dripping, flesh chomping psychos with insatiable blood lust. They lurk in the shadows and attack with deadly intelligence



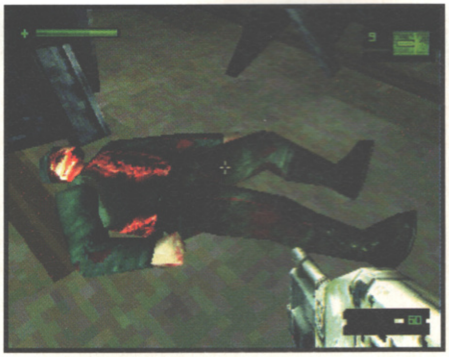
FACE-HUGGER: Get impregnated by one of these and you'd better find a Portable AutoDoc quick or you're dead meat



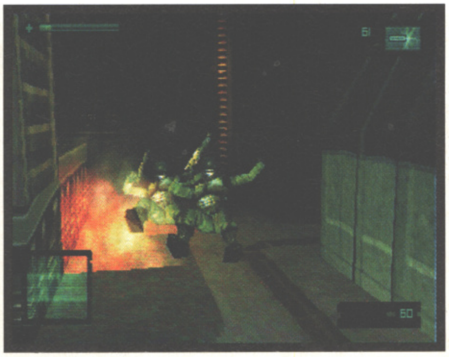
ALIEN QUEEN: Enjoy yet another showdown between Ripley and her old nemesis. You can't kill the bitch so you just have to outfox her



NEWBORN: This gooey monstrosity is chasing after Ripley like a fiend in love. He's got a dripping proboscis and he intends to use it



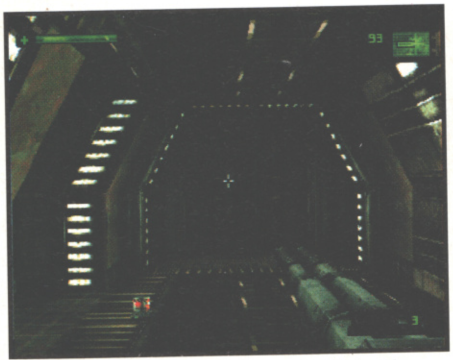
SOLDIERS: Most of the time the aliens get to these suckers before you reach 'em, so they're not much trouble



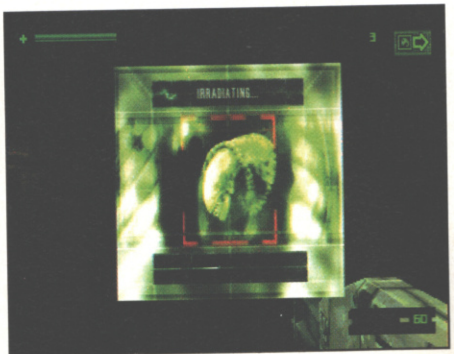
SPECIAL SOLDIERS: These guys are tough enough to withstand alien attacks, and their flame-throwers are lethal. Approach with caution

TECHNICAL ECSTASY

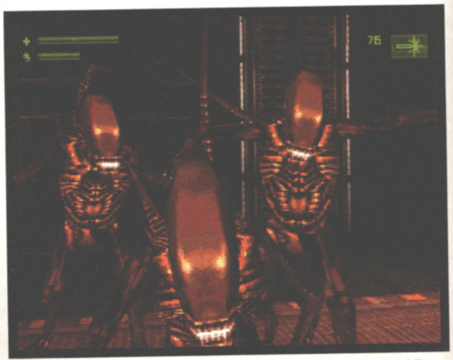
The technical blurb says *Alien Res* uses a 'fully 360 degree 3D polygonal engine'. Translation: This game plays like a feckin' dream and has got spot on visuals that'll keep you ice-chilled to the end. The scenery is beautifully detailed and feels really solid. It doesn't end there, though, and here are some other technical bits we went for.



SOUND: Screams, yelps and gurgles from up ahead jack up the tension unbearably. Sorry, you can't tell that from the picture



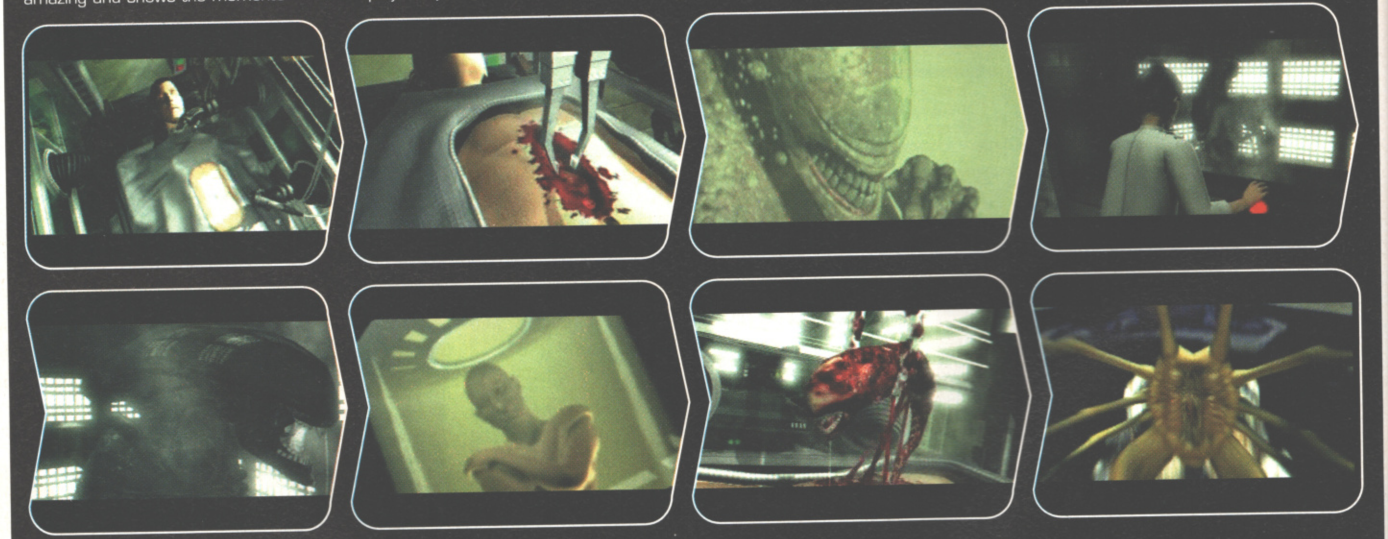
PORTABLE AUTODOC: When you get face-hugged you have to use the Portable AutoDoc to remove the chest-burster before it hatches



MOVEMENT: Alien Resurrection moves as smoothly and as rapidly as a top-spec PC game. PC freaks can even use a PlayStation mouse

HOLD ON TO YOUR EYES DURING THE FMV

The opening sequence is absolutely amazing and shows the moments leading up to the start of the game. Ripley has just been cloned and they remove the baby queen alien from her chest to breed 'morphs for their studies. But these beasts don't like being test subjects and it doesn't take long for them to bust out of their containment cells. Then Ripley wakes up with the ship on full alert wondering where the hell she is. Which is where you come in...



WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Alien Vs Predator **(PC),** ***Half Life*** **(PC),** ***Quake 2*** **(PC, DC, N64)**

RIP HER TO SHREDS

At first glance, *Alien Res* might seem a little disappointing to fans of the film. The opening CGI sequence is an awesome recreation of the first few scenes in the movie, but that's about as good as it gets as far as cut scenes are concerned. Not much cinematic eye-candy here. There's also very little use of dialogue and no attempt to establish any of the characters. A shame, because some of Ripley and Johner's black-humoured wise-cracks would have worked well.

THE BITCH IS BACK

But let's not quibble. *Alien Resurrection* is one hell of an instinctive gaming experience. The in your face terror is relentless. While survival horror games like *Res Evil* have finely paced moments of sheer horror, *Alien Res* just doesn't quit. Ever. You'll never be able to relax in this game, such is the exquisite power of the alien AI. However much you've become used to these rampant killing machines bearing down you'll still be gasping in horror each time they leap from the shadows or skitter across the ceiling towards you. You'll loathe them with every fibre of your being.

I'M THE MONSTER'S MOTHER

This game should come with it's own sofa to hide behind. Make no mistake, *Alien Resurrection* represents quite a challenge to even the most hardcore gaming wizards. Whichever of the three difficulty settings you choose, you'll still be playing this for months to come. It can get very frustrating at times when you've just been face-hugged and can't find an AutoDoc, and the programmers have been quite cruel with some of the wicked shocks, surprises and the rarity of save points. But the fact that you won't beat it easily enhances the adrenaline-fuelled power of the experience. It's brilliant.

computer and video
GAMES
★★★★

PULL-OUT POSTER

computer and video GAMES

STAR TREK: INVASION
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PlayStation

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **NO**

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

The art of oriental assassination

Sneaking up behind someone before drawing your sword across their throat without giving them even a chance to react would represent despicable cowardice to some. But to a medieval Japanese ninja this is poetry in motion, a task perfectly accomplished. If you have any qualms about ruthless murder then this is probably not the game for you.
The clock has been wound back from the first installment to find the Rikimaru and Ayame, the two ninjas from *Tenchu 1*, seeking revenge for their slain lord. It will be your job to sneak, stalk and slay your way through a hatful of hyper-tense missions in pursuit of payback. The game that spawned a thousand stealth 'em ups is back – and boy are we glad to see it again.

WORDS & SCREENSHOTS: STEVE O'HAGAN

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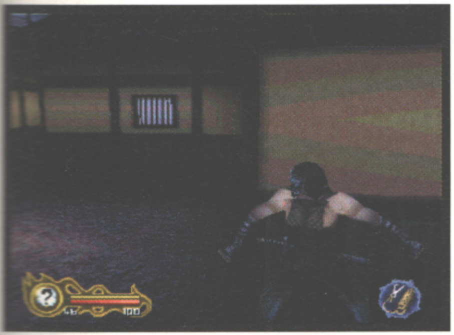
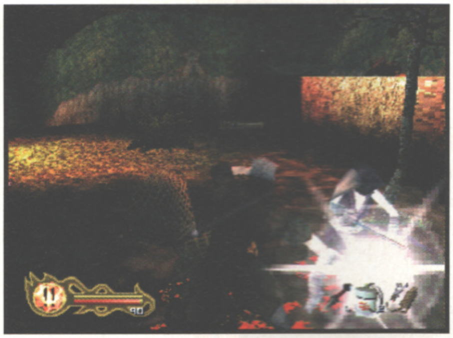
BE FLEXIBLE

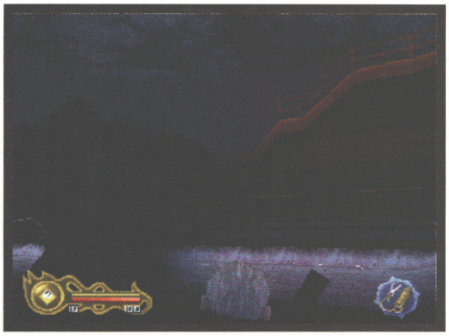
Mission objectives in *Tenchu 2* vary so much more than previously. It's no longer just a matter of stalking your way across the level, slaying everything en route and fighting the boss at the end. You're involved in a full-scale war and your master has need of much more than just an assassin for hire.



Here your job is to subdue villagers so they can be press-ganged into providing much needed labour for the war effort



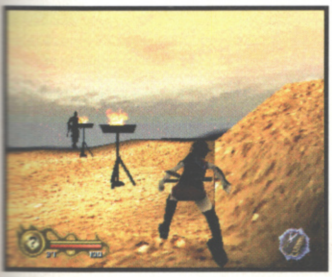
It's not just attack any more. This mission finds you defending a village being plundered by opposing ninjas



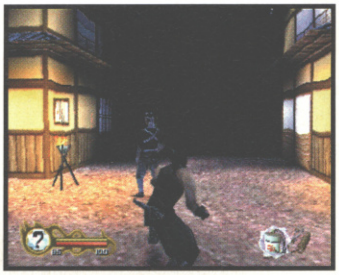
A full-scale sea battle rages and you have to fight your way through being sure to spare your own troops as you search for your target

WHEN THE FOG CLEARS

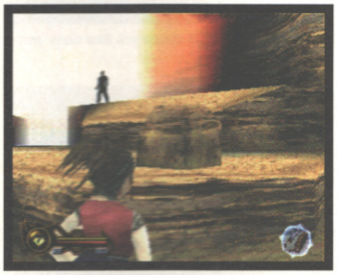
A major gripe about *Tenchu 1* was you couldn't see very far. You'd be outside but the missions were set at night or in the snow to mask the visual limitations. OK, it's not like you've got binoculars all of a sudden but the vision range in *Birth* has been improved, letting you appreciate the atmospheric locations all the more.



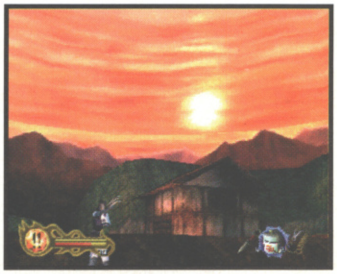
The improved vision range means they've been able to set some missions in the broad daylight



Being a ninja, darkness is still your ally, though, and many of the missions are night based



The early morning mist keeps you on your toes as you try to infiltrate the bandits' coastal hideaway

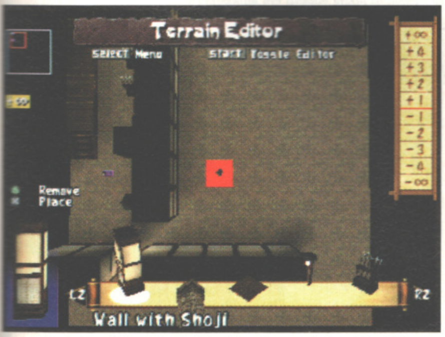


A hazy sun presides over a dusky setting. The weather and lighting add to the tense atmosphere

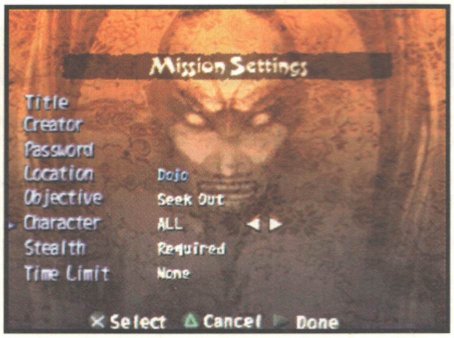
> **"Sneak, stalk and slay your way through a hatful of hyper-tense missions"**

CREATE CARNAGE

A great new feature is the mission editor. An easy-to-use system lets you build locations from scratch, choosing not only the terrain but the opposition and the mission goals. When you're finished, you can just sit back and watch your mates sweat through your nigh-on impossible creation.



You choose one of the existing locations to use the terrain set from. Build densely populated villages, macabre temples or gloomy forests

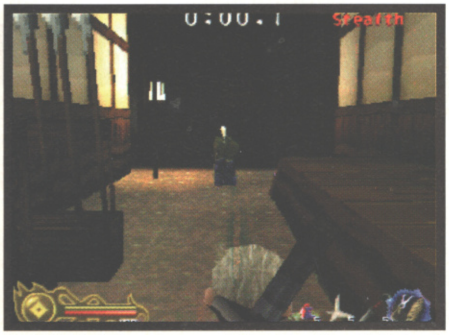


Mission Settings

Title
Creator
Password
Location Dojo
Objective Seek Out
Character ALL ◀ ▶
Stealth Required
Time Limit None

× Select △ Cancel ▶ Done

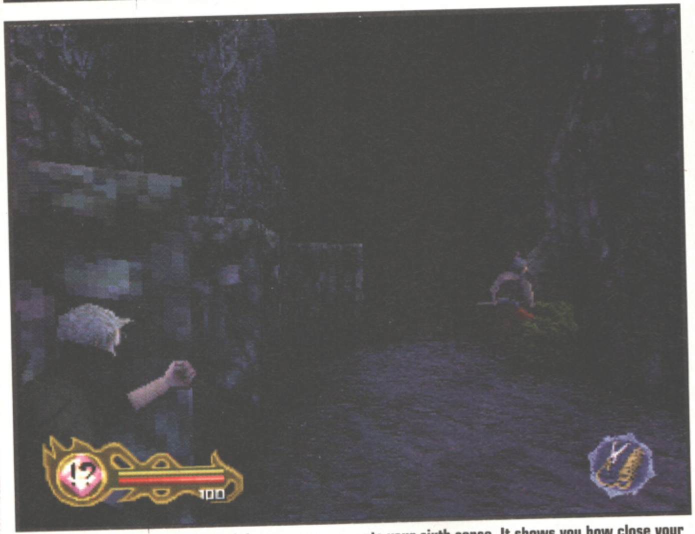
Mission goals can include rescues, assassinations and assaults. Raise or lower the number of enemies to alter the difficulty



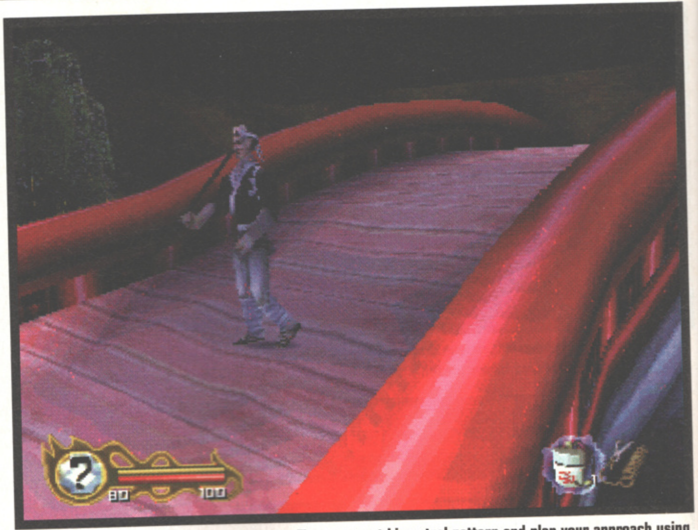
The finished article can be very satisfying. The editor adds that extra bit of longevity to an already classy package

KILLING IS MY BUSINESS

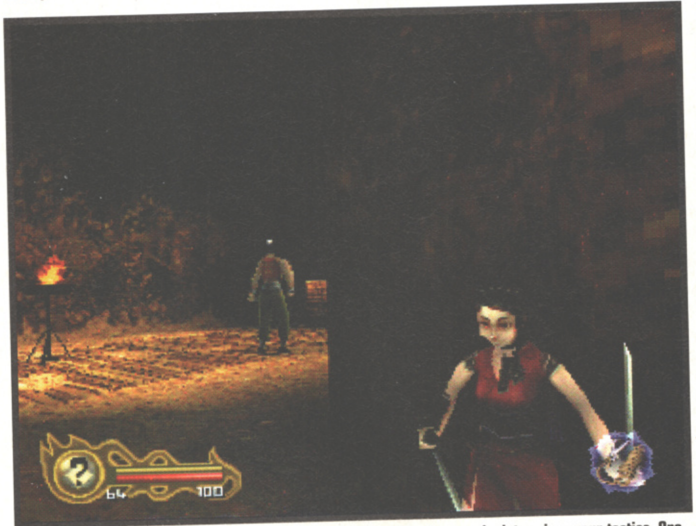
The mark of a great ninja is his stealth kill tally. This game is about avoiding direct confrontation. If you are seen, the alarm might be raised, your cover blown and the mission compromised. So you have to stalk your prey with the patience of a jackal and when the time's right strike with a cobra's speed.



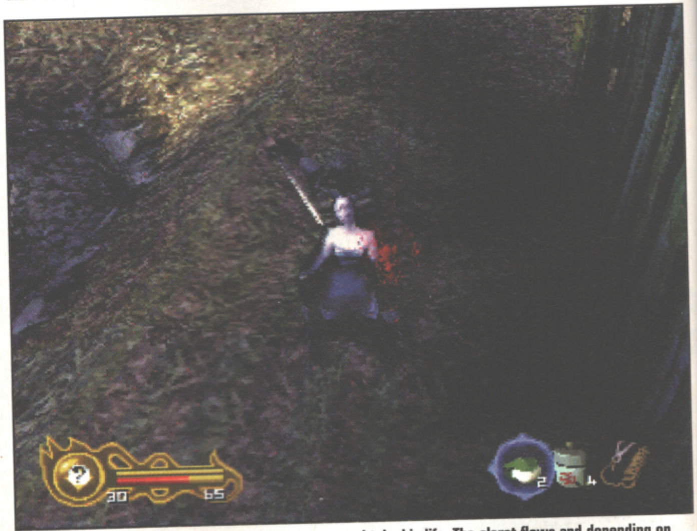
Your Ki meter in the bottom left of the screen represents your sixth sense. It shows you how close your enemy is and whether he has any clue that you are near him or not



You discover a guard blocks your progress. First suss out his patrol pattern and plan your approach using the available cover. Jump in without thinking and he might raise the alarm and summon reinforcements



Hugging walls, creeping over roofs, rolling from bush to bush – the terrain determines your tactics. One way or the other you've got to get close before you make your move



And when the time is right, unsheathe your katana and take his life. The claret flows and depending on the angle of your attack you're treated to one of many stealth kill animations

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Tenchu 1* on Platinum (PS), *Hidden & Dangerous* (PC, DC)**

MORE MORE MORE

Compared to its predecessor nearly every aspect of *Tenchu 2* has been maxed. There are more missions, the locations are far larger and the range of objectives is greater. Each of the ninjas has different objectives for the missions, making a second play more than worthwhile too. And you can unlock a third character with a bunch of all-new missions if you're hot enough. There are new moves, new items, more stealth kill animations and a host of environments to explore. But it's not all sweetness and light.

SO WHAT'S THE PROBLEM?

Well, there are plenty of glitches in the graphics. Limbs will protrude through solid walls, you will find yourself rolling along the top of a fence and buildings still tend to pop up out of nowhere when you get near them. Plus the knife-edge tension the game thrives on will not suit everyone. You have to be supremely patient to progress and the action doesn't come as thick and fast as many would like.

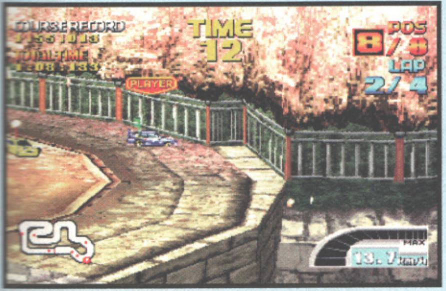
WORTH PLAYING?

Tenchu 2 is a better game than the first one and has more to offer in in virtually every department. Throw in an extra character to unlock and the intuitive mission editor and you can be sure if you liked the original, then you'll love this. No question. But for all the many improvements, the faults that jarred with some people the first time round are still lurking in the shadows. So you should make sure you have the patience to become a grandmaster ninja before you buy.

computer and video GAMES
★★★★

RC DE GO

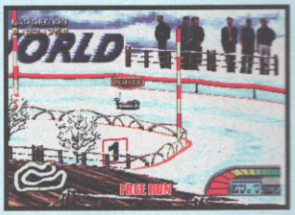
WORDS & SCREENSHOTS: MAURA SUTTON


COURSE RECORD
TOTAL TIME
TIME
12
POS
8/8
LAP
2/4
PLAYER
MAX

Cherry Hill is gorgeous to look at but all-out hell to play

COURSE RECORD
TOTAL TIME
TIME
45
POS
7/8
LAP
2/4
PLAYER
RIVAL

COURSE RECORD
TOTAL TIME
TIME
21
POS
8/8
LAP
2/4
PLAYER


ORLD
PLAYER
1
FREE RUN

COURSE RECORD
TOTAL TIME
TIME
POS
8/8
LAP
2/4
WORLD

WHAT YOU NEED TO KNOW

While *RC Revenge* takes a light-hearted cartoony approach to the world of Radio Controlled racing, *RC de Go* is clearly aiming for a more authentic RC racing experience. The 14 courses are viewed from an unusual sideways on perspective and look like model village racetracks. The cars are tiny replicas of full-sized vehicles, only with great big aerials.

CUTE AND DEADLY

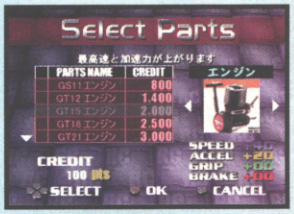
When you start racing your RC car around quaint little tracks like Pool With Garden and Woodland Path, you'll feel like Noddy on a gentle run around Toy Town. Then you come to serious tracks like Tender Green Woods and the murderous Snow Square and realise that *RC de Go* is a rock-hard racer. You'll need plenty of practice on Time Attack mode before attempting the likes of Cascade Cliff and Night Skyscraper.

WORTH PLAYING?

Most definitely – if you have a liking for wacky Japanese arcade racers. The stylised look and feel is very much an acquired taste and some players might find themselves frustrated by constantly having to make tight turns on teeny-weeny tracks. Serious racing game fans may want to give it a miss. *RC de Go* is no *Gran Turismo*, but then nor does it pretend to be.

COST: **£29.99**
OUT: **SEPT**

MULTIPLAYER: **NO**


Select Parts
最高速と加速力が上がります
エンジン
SPEED
ACCEL +20
GRIP +00
BRAKE +00
CREDIT
100 pts
SELECT
OK
CANCEL

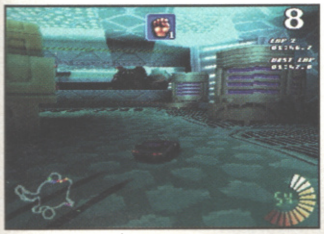
PARTS NAME	CREDIT
GS11 エンジン	800
GT12 エンジン	1.400
GT15 エンジン	2.000
GT18 エンジン	2.500
GT21 エンジン	3.000

Upgrade your RC in Championship mode

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Micro Machines V3 (PS), *Micro Maniacs* (PS)



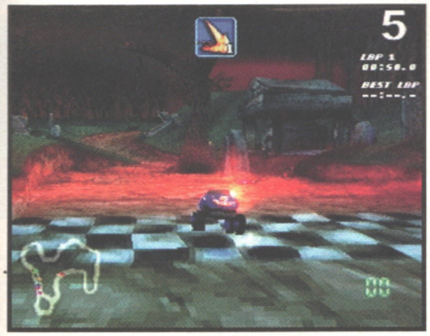
COST: **£29.99**
OUT: **SEPT**

MULTIPLAYER: **1-2**

RC REVENGE RE-VOLT

Size doesn't matter, just feel the gameplay

WORDS & SCREENSHOTS: MAURA SUTTON


5
LAP 1
BEST LAP

There's Mini Me. Wave to him. Small is beautiful in this game

WHAT YOU NEED TO KNOW

The first *Re-Volt* installment was by all accounts a pile of pants, but thankfully the sequel looks much more impressive. Previously, the *Micro Machines* series had the Mini Me racing field sewn up, but *RC Revenge* is a sparklingly jolly attempt to muscle in and force *MM* off the tracks, Schumacher stylee.

SMALL BUT BEAUTIFUL

The emphasis is firmly on cartoon-style japery. Select Championship, Single Race or Time Trial mode, and choose from a bunch of vehicles. Bizarrely enough, you can change your car to a boat if you feel the need to get nautical. Each of the five worlds you race in (Horror World, Planet Adventure, Jungle World, AKLM Studios and Monster World) feature four different tracks to unlock. Silly names like 'I Know What You Drove Last Summer' and '20:1 A Space Odd RC' reflect the general lunacy of the game.

WORTH PLAYING?

RC Revenge is a fun racing game that doesn't take itself too seriously and features some great gameplay. The tiny vehicles bounce around the tracks and crash into each other willy-nilly but you never feel out of control and there are plenty of neat power-ups to use. There's even a track editor if you want to make your own crazy circuits. It's wild and wacky, but it works.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Micro Machines V3 (PS), *Micro Maniacs* (PS)

Dreamcast

COST: **£39.99**
OUT: **SEPT**

MULTIPLAYER: **1-4**

WORDS & SCREENSHOTS: LES ELLIS

WWF ROYAL RUMBLE

The boys are back in DC town

WWF games are coming thick and fast. The PlayStation has *Smackdown 2* on the way, the N64 has *No Mercy* and now the Dreamcast has *Royal Rumble*. And best of all, unlike what has happened before, THQ are making very different games for each machine, making the whole franchise just that little bit more interesting, and giving the ultimate WWF fans an excuse to buy all the consoles.

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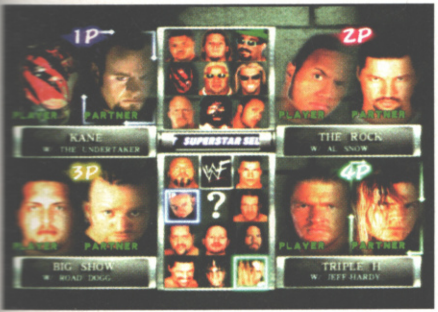
THESE

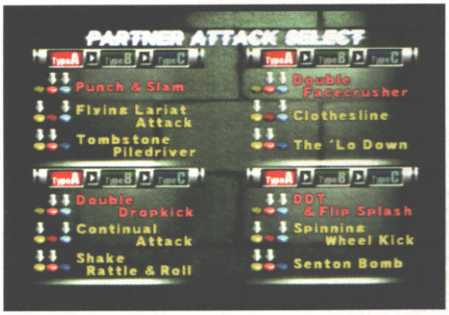
WWF Wrestlema 2000 (N64
WWF Smackdow (PS)

THE PARTNER SYSTEM

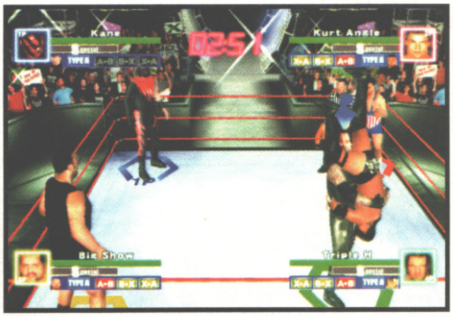
It's not a tag team, you can't just step out of the ring and take a breather when you're a bit knackered. But, you can choose a partner and give him a set of moves he can use to interfere when you need it. Be warned, your opponent can do the same.


1P
2P
3P
4P
KANE
W/ THE UNDERTAKER
THE ROCK
W/ AL SNOW
BIG SHOW
W/ ROAD DOGG
TRIPLE H
W/ JEFF HARDY
SUPERSTAR SEL

ick your fave star to fight as – and someone to watch your back


PARTNER ATTACK SELECT
TypeA
TypeB
TypeC
Punch & Slam
Flying Lariat Attack
Tombstone Piledriver
Double Facecrusher
Clothesline
The 'Lo Down
Double Dropkick
Continual Attack
Shake Rattle & Roll
DDT & Flip Splash
Spinning Wheel Kick
Senton Bomb

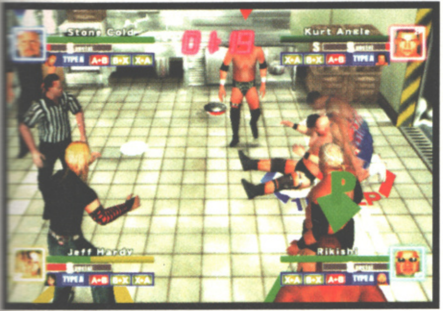
Flick through moves until you find a suitable set to let rip with


Kane
Kurt Angle
02:51
Big Show
Triple H

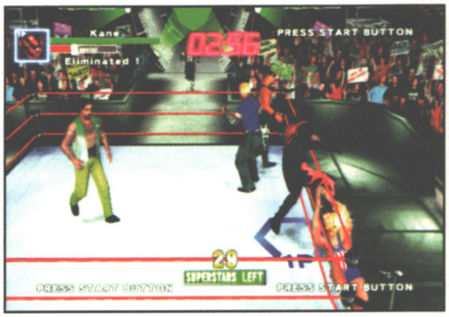
Need help? Hit the combo and your partner trashes the other guy

ARCADEY FEEL

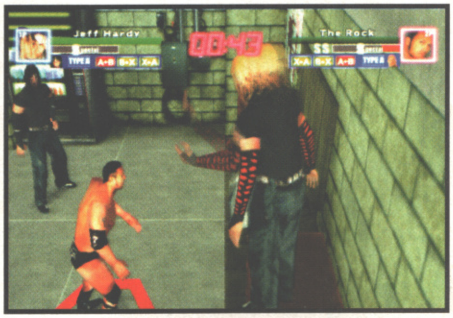
Special move bars fill if you do well then flash so you can pull off your trademark move at the press of a button. You don't have to memorise complicated button combos to get the best out of it. You want special features too? There's loads...


Stone Cold
Kurt Angle
01:15
Jeff Hardy
Rikishi

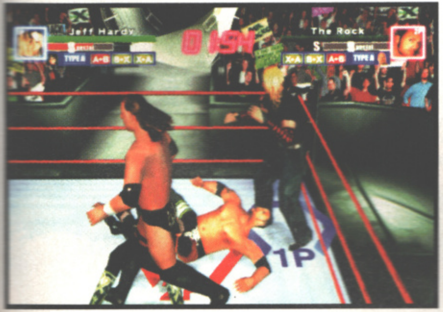
ow many people are in the ring? Got to be some kind of record


Kane
02:56
PRESS START BUTTON
Eliminated 1
29
SUPERSTARS LEFT

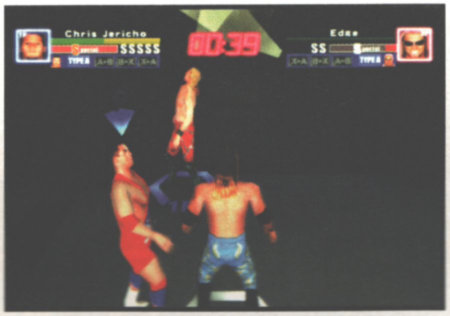
You can go up against 30, 60 or 90 superstars in the Rumble


Jeff Hardy
The Rock
00:43

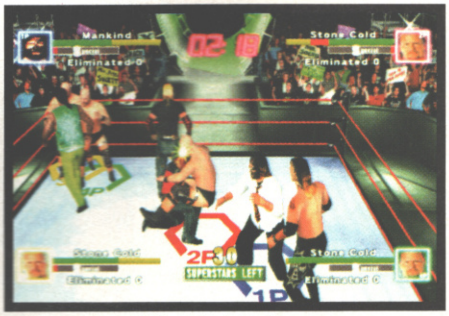
Special moves look, er, special, like this Jeff Hardy Swanton Bomb


Jeff Hardy
The Rock
01:54
1P

ever get cocky – it's not only players on your side that intervene


Chris Jericho
Edge
00:39

The lights go out and before you know it you're in a new arena


Mankind
Stone Cold
02:18
Eliminated 0
2P
30
SUPERSTARS LEFT

It's all-out action and it just looks better than ever

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***WWF Wrestlemania 2000* (N64), *WWF Smackdown* (PS)**

ALMOST TOO REAL

After so many games of the same genre in so short a period of time, you'd think we'd have had enough of WWF by now. But THQ have done a great job of making each one different. This arcade conversion may lack the Career modes of the N64 and PlayStation games, but replaces it with a graphic tour de force – think high polygon characters that look so real you can almost smell the BO.

EXTRA SPECIAL MOVES

Good looks mean nowt without the gameplay and moves to back 'em up – this has plenty of both. Each character has a full array of moves. The action takes place at such a pace that you may as well be watching WWF on TV. There are lots of neat little touches keeping you involved – the mannerisms of all the wrestlers, knocking out the ref and outside interference, it all adds up to a great WWF experience.

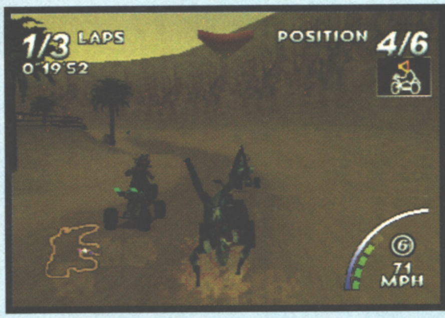
POWERSLAM

The power of the DC allows detail never seen before in characters, plus you can have a lot more of them. Why have four men in the ring when you can have nine? It makes for even more chaotic action and fun. Everything is geared to making it as much fun as possible, and it pays off. It lacks some of *Smackdown*'s advanced features, but this baby is doing stuff even *Smackdown* has to be impressed by. It could even win over the diehard serious beat 'em up fans. *Royal Rumble* bolsters an already impressive DC line-up and becomes another must have game.

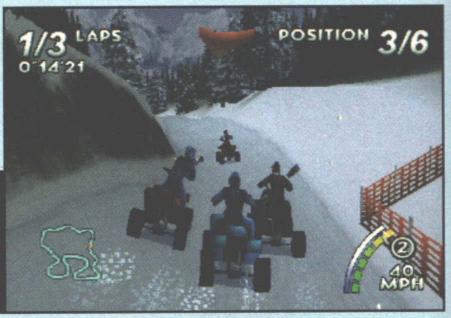
computer and video Games
★★★★★

PlayStation

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-2**



After half an hour playing this, the only Quad you'll want to reach for is *Quake 3*'s Quad Power to vent some spleen

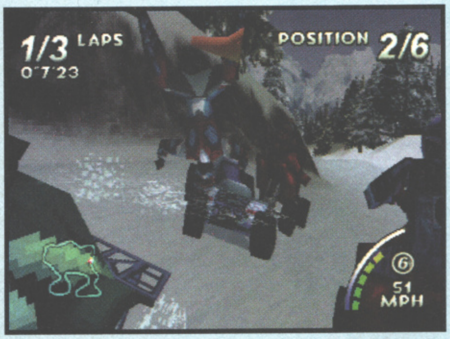


"I say, Wupert, what a tewific idea it was to take all the CVG team quad biking for the day." CVG team: "Gaargh!"

ATV QUAD POWER RACING

Quad the hell is going on?

WORDS & SCREENSHOTS: LES ELLIS



Les: "Wake up, we broke the half-ton speed barrier." All: "Zzzzzzzz"

WHAT YOU NEED TO KNOW

With graphics that you wouldn't want to step in if you saw it on the pavement in front of you, *Quad* was never going to push boundaries in the visual sense. Normally not a problem as the gameplay is the most important thing, but when it sinks this low you start to wonder why someone along the development path didn't just say "oh let's not bother and do something better instead". Someone actually looked at this and said, "Yup, let's release it, it's good enough."

HOW BAD?

The game is so slow it almost contradicts the trade description act by calling itself a racer. It feels so clumsy to play, you wonder whether the guys who developed this have actually tried any of the other off-road racers out there to see how well they handle.

WORTH PLAYING?

We know PlayStation is on its last legs over here, but that's no reason to expect people would be fooled into buying something as bad as this. It's as ugly as David Mellor, as dull as Posh Spice and as pig awful experiences go it's right up there with snogging your toothless gran.

computer and video games

★

IF YOU LIKE THIS TRY THESE...
A frontal lobotomy

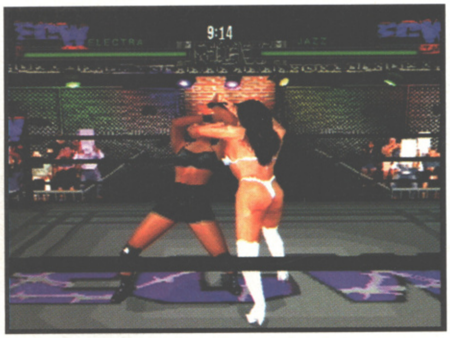
PlayStation

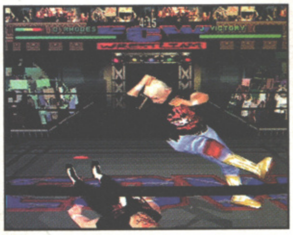
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

ECW ANARCHY RULZ

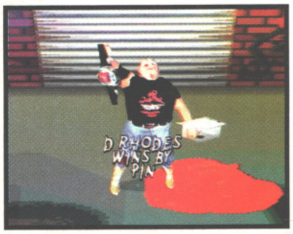
WORDS & SCREENSHOTS: LES ELLIS

Wrestling gets Extreeeeeme

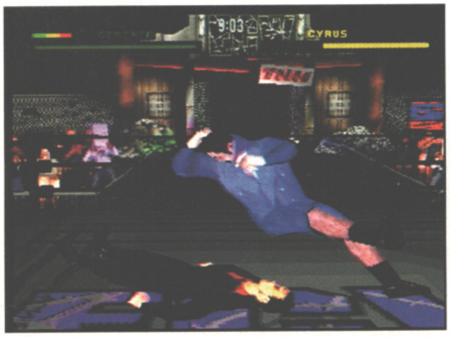




Get off my face. I'd rather be rucking with that bird in the G-string over there



Calm down or you'll wet yourself. Too late



WHAT YOU NEED TO KNOW

Previous ECW games have failed to live up to the reputation of the most exciting wrestling federation in the world. ECW may be smaller and less glamorous than the WWF, but the brutality and talent of the stars make it compulsive viewing. These guys take the biggest bumps and create the kind of chaos that'd open the eyes of most WWF fans who think it's all fireworks and The Rock.

BOUNCED BACK

It's still using the old *Attitude* engine – albeit a souped-up version of it. The control system, a big downer with the last ECW game, has been turned over. It now takes two buttons at most to access all the moves - similar to *Smackdown* - and about time too. A simplified control system was needed if you were ever going to learn how to handle more than one of the 80 wrestlers.

WORTH PLAYING?

With new bouts like table matches, inferno matches (very nasty) and street fights, plus 25 fighting modes like barbed wire matches, dumpsters fights, rumbles and various tags, *ECW* has probably got the most options in any of the wrestling games out there at the moment. It just doesn't feel as good as *Smackdown 2* to play, and that is out a few weeks after this. Despite the improved gameplay and improved presentation, *ECW* is still going to get swamped by *SD2*. One for die-hard ECW fans only.

computer and video games

★★★

IF YOU LIKE THIS TRY THESE...
WWF Smackdown (PS), *WWF Royal Rumble* (DC)

PULL-OUT POSTER

computer and video GAMES

STARLANCER:
The game that's set to take on-line Dreamcast gaming to outer space

PlayStation

COST: **£34.99**
OUT: **SEPT**
MULTIPLAYER: **1-2**

TONY HAWK'S PRO SKATER 2

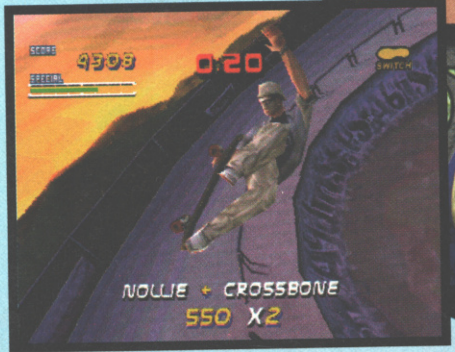
Best skateboarding game just got better

WORDS & SCREENSHOTS: MAURA SUTTON

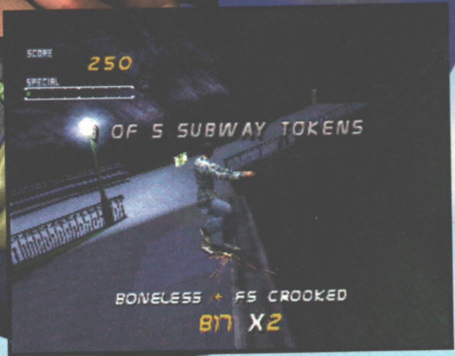
Talk about anticipation. Skaters everywhere are bailing big time, their boards slippery with drool over the second installment in Tony Hawk's mad skillz saga. Those who confine their boarding antics to the little grey box are just as anxious, having finally nabbed that last secret tape, their lives empty without their daily fix of Ollies. Fret no more. It's here.

SKATE THE PLANET

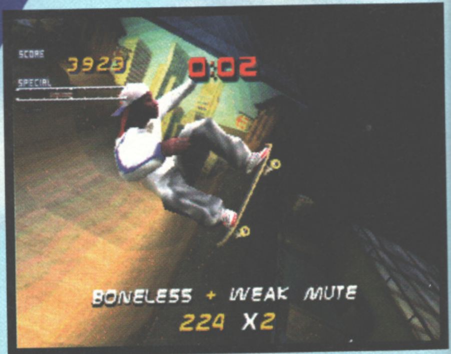
Whilst the first game was mainly California based, Tony Hawk goes on the road in *Pro Skater 2*. Now he and his mates get to kiss the tarmac in some colourful and exotic locations, including the Mexico Bullring, Philadelphia's county hall and the utterly awesome Venice Beach, complete with tramps.


SCORE
4303
SPECIAL
0:20
SWITCH
NOLLIE + CROSSBONE
550 X2

Marseille Park is a blissful experience. Those smooth pools are particularly rad, allowing you to crank out some impressive combos


SCORE
250
SPECIAL
OF 5 SUBWAY TOKENS
BONELESS + FS CROOKED
817 X2

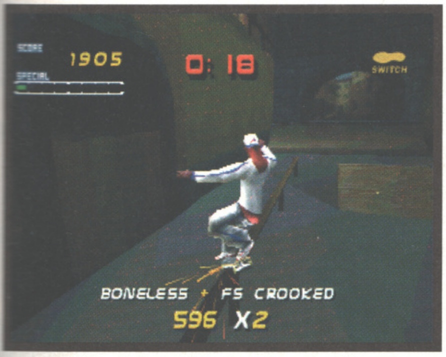
New York City. The Hawk crew leave their Westside stomping ground and head for the East coast. Watch out for the crazy cabbies


SCORE
3925
SPECIAL
0:02
BONELESS + WEAK MUTE
224 X2

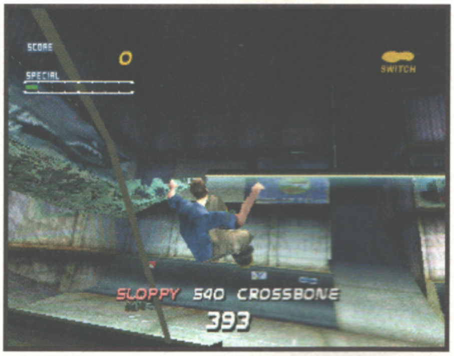
The West Coast is still heavily represented: another Cali school level, a run around Venice Beach and Skatestreet Ventura

TWEAKING PERFECTION

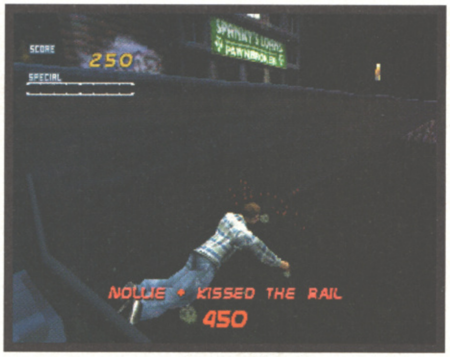
There are so many fantastic new bits added to *Tony Hawk's 2* that you'll start to wonder just what was so good about the old one. Then you'll remember it was all down to the fantastic free-flowing gameplay, which is thankfully as exhilarating as ever. You'll also notice the name has changed to match the US version.


SCORE
1905
SPECIAL
0:18
SWITCH
BONELESS + FS CROOKED
596 X2

The Switch stance indicator in the top right corner of the screen lets you know when you need to change your stance back to regular. Tricks are harder to pull off using Switch stance

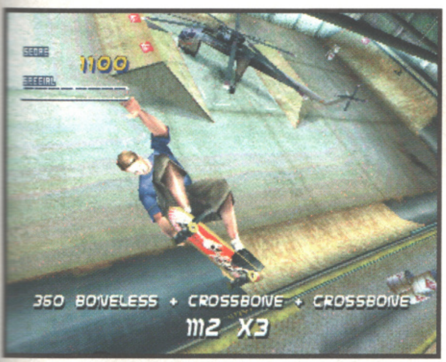

SCORE
0
SPECIAL
SWITCH
SLOPPY 540 CROSSBONE
393

Tricks are now rated and scored according to how well they are executed. A less than perfect Grind or Madonna is called 'Sloppy', whilst a really polished trick will get a 'Perfect' rating

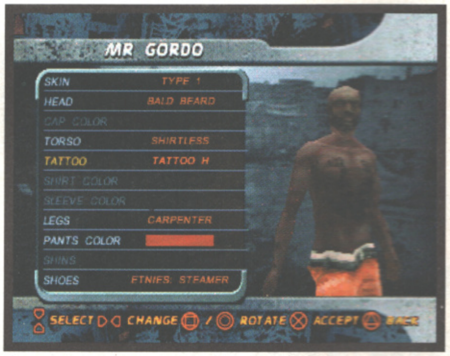

SCORE
250
SPECIAL
NOLLIE + KISSED THE RAIL
450

The bail animations are much more varied and humorous than before. You can feel the skin scrape as the skaters tumble off their boards in all manner of painful pratfalls

> ***'You can feel the skin scrape as the skaters tumble off their boards'***


SCORE
1100
SPECIAL
360 BONELESS + CROSSBONE + CROSSBONE
1112 X3

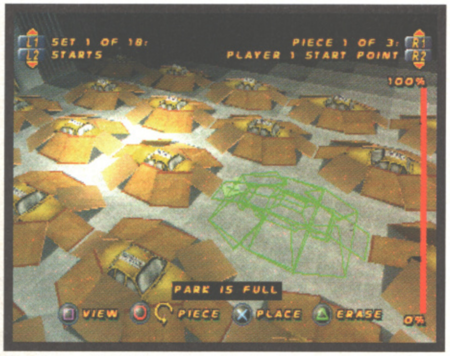
You can now 'double tap' on the direction pad to produce more complicated tricks and combos. This will help you to rack up even more points in the air


MR GORDO

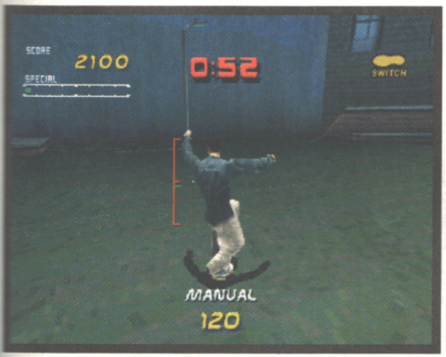
SKIN TYPE 1
HEAD BALD BEARD
CAP COLOR
TORSO SHIRTLESS
TATTOO TATTOO H
SHIRT COLOR
SLEEVE COLOR
LEGS CARPENTER
PANTS COLOR
SHINS
SHOES ETNIES: STEAMER

SELECT
CHANGE
ROTATE
ACCEPT
BACK

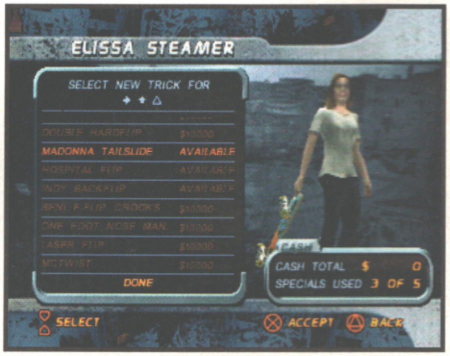
The new Create Skater mode enables you to build the perfect boarding beast from scratch, from the type of skating stance they prefer right down to the size of their tattoos


L1 L2 SET 1 OF 18:
STARTS
PIECE 1 OF 3: R1 R2
PLAYER 1 START POINT
100%
PARK IS FULL
VIEW
PIECE
PLACE
ERASE
0%

If you're bored with the eight regular locations, you can now create your own skate park in the Park Editor. There are over 100 items to use in your park, and ready made examples to inspire you


SCORE
2100
SPECIAL
0:52
SWITCH
MANUAL
120

The Manual is a new move that allows you to wheelie from one obstacle to the next, creating a seamless line. Press up and down on the direction pad and try to keep the balance metre steady


ELISSA STEAMER

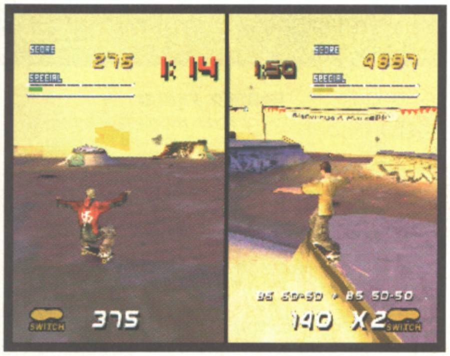
SELECT NEW TRICK FOR
→ ↑ △

DOUBLE HARDFLIP $10000
MADONNA TAILSLIDE AVAILABLE
HOSPITAL FLIP AVAILABLE
INDY BACKFLIP AVAILABLE
BENI F-FLIP CROOKS $10000
ONE FOOT NOSE MAN $10000
LASER FLIP $10000
MCTWIST $10000
DONE

CASH
CASH TOTAL $ 0
SPECIALS USED 3 OF 5

SELECT
ACCEPT
BACK

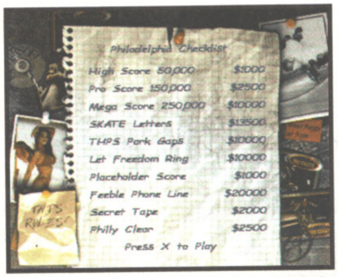
More specials are available to be unlocked, and are now fully customisable. If you don't like the way the buttons are configured for a particular trick, you can tweak them to suit your every whim


SCORE
275
SPECIAL
1:14
1:50
SCORE
4897
SPECIAL
SWITCH
375
BS 50-50 + BS 50-50
140 X2
SWITCH

The two-player modes have been expanded to include a Tag game in the Split Screen mode as well as Trick Attack and Grafitti. The Multiplayer mode includes old favourite Horse

BEAT THE BEST

One of the revolutionary aspects of the original *Tony Hawk's* was the way in which you progressed through the Career mode by completing Tape challenges. In the sequel you progress by collecting cold hard cash, although you'll be glad to know that you still get to pick up secret Tapes along the way too.

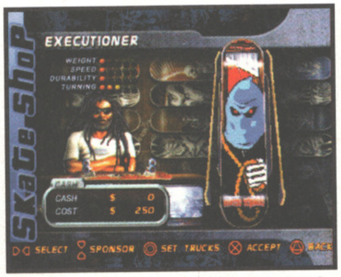


Philadelphia Checklist

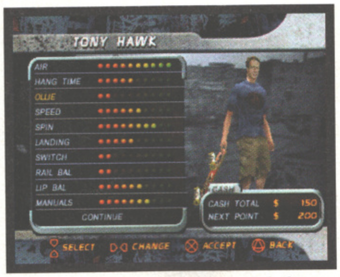
High Score 50,000	$1000
Pro Score 150,000	$2500
Mega Score 250,000	$10000
SKATE Letters	$13500
THPS Park Gaps	$10000
Let Freedom Ring	$10000
Placeholder Score	$1000
Feeble Phone Line	$20000
Secret Tape	$2000
Philly Clear	$2500

Press X to Play

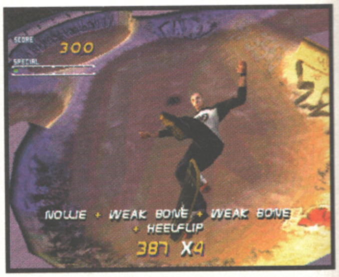
Levels start with checklists to complete. You don't have to do it all at once and some challenges are harder. Earn enough dosh to enter the next park


SKaTe ShoP
EXECUTIONER
WEIGHT
SPEED
DURABILITY
TURNING
CASH
CASH $ 0
COST $ 250
SELECT
SPONSOR
SET TRUCKS
ACCEPT
BACK

Collecting cash is vital for upgrading your skater's equipment. Visit the skateshop to buy new boards and set the tightness of the trucks


TONY HAWK
AIR
HANG TIME
OLLIE
SPEED
SPIN
LANDING
SWITCH
RAIL BAL
LIP BAL
MANUALS
CONTINUE
CASH
CASH TOTAL $ 150
NEXT POINT $ 200
SELECT
CHANGE
ACCEPT
BACK

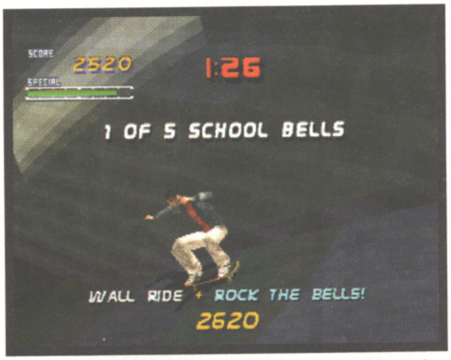
Use cash to buy stat points to increase skating prowess. It's up to you where your skater needs to develop his skills, so spend your money wisely


SCORE
300
SPECIAL
NOLLIE + WEAK BONE + WEAK BONE + HEELFLIP
387 X4

Areas unlocked in Career mode are then open for Free Skating sessions. Good for boning up on the best skating lines before doing set challenges

MEET THE NEW GUYS

Three new skaters have been added to compete with the likes of Elissa Steamer, Kareem Campbell and Rune Glifberg. Doubtless there are also a couple of secret skaters to uncover too like Officer Dick and Private Carrera from the original. There's now a good blend of veteran gurus and up-and-coming skaters.


SCORE
2520
SPECIAL
1:26
1 OF 5 SCHOOL BELLS
WALL RIDE + ROCK THE BELLS!
2620

Eric Koston is a previous Thrasher Skater of the Year and is rated almost as highly as Tony Hawk by many skate fans. He's sponsored by the well respected Girl skateboard company

SCORE
200
SPECIAL
SWITCH
DON'T DO DRUGS!

Steve Caballero is a skating pioneer from way back in the '70s. He invented air variations for Vert skating and previously set the world record for the highest half-pipe air of 11 feet

SCORE
620
SPECIAL
SWITCH
FOR LEASE

Rodney Mullen is another veteran, considered by many to be the most technically gifted skater of all. He's still a huge part of the skating scene and a guru to young skaters everywhere

> **'Every single aspect of the original has been refined and honed to perfection'**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Tony Hawk's Pro Skater* (PS, DC)**

HARDER, FASTER

Every single aspect of the original has been refined and honed to perfection. The colours are brighter, the street scenery and graffiti is more detailed and the skaters are superbly animated, considering the constraints of the PlayStation. The gameplay is actually slightly harder than before and you'll certainly need to be a crack skater to earn enough dosh to unlock levels like the Bullring in Mexico.

SLAVE TO THE GRIND

As far as sequels go, *Tony Hawk's* is more Aliens and Terminator 2 than Ghostbusters 2 or Police Academy 99. Great new stuff has been added whilst retaining the original's spirit. The soundtrack is a rabble-rousing combination of hip-hop and punk, with the likes of Anthrax and Public Enemy's 'Bring The Noise'. It looks good, it sounds good and it probably smells good.

WHEELIE GOOD

Let's face it, the future is board-shaped. Players unfamiliar with skating games will be sucked in and have their lives ruled by the lure of the tiny wheeled demagogue. New forms of surgical splints will be invented to strap up hands mangled by trying to pull off outrageous combos on your joypad. Everyone will wear a floppy hat like Bob Burnquist and Tony Hawk will be proclaimed King of the World and stuffed and mounted on a golden skateboard. Buy it? Of course.

computer and video games
★★★★★

COMPETITION

Change your underwear, we've got a signed Tony Hawk's skateboard and a stash of Tony Hawk goodies to win! Just answer the simple question below and send to our usual address marked Tony Hawk's Compo.

Which of Tony Hawk's signature tricks is also the name of a famous female pop singer?

A) Melanie C
B) Madonna
C) Caroline from Big Brother.

One Chea in th
087
Calls ch
Win
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36 P
398
09
090
Ins
Wrestling T-Shirt
Most competiti
involve questions

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Win SEGA Dreamcast!
09069 102891
Instant Win!

Win Pentium III Computer!
09069 102895
Instant Win!

Win PlayStation 2
with Ridge Racer 5, Streetfigher EX3 and Memory Card.
09069 102890

Win Toshiba Laptop!
09069 102892
Instant Win!

Win Buffy the Vampire Slayer Goodies!
09069 107832

Win Friends Videos in a Suitcase!
A Suitcase full of Series 1 to 4!
09069 107833

Win Mobile Phone!
"Pay as you Talk"
Vodaphone conditions apply to mobile phone.Call charges not included.
09069 102893

Win £150 Games
09069 181882
Instant Win!

Win Combi TV & Video!
Watch your videos or play with your console whenever you want.
09069 102896

Win a box of Trading Cards!
36 Packs = 396 Cards Wow!
09069 181881

Win Pokémon Yellow Game!
with Gameboy
09069 181887
Win Red & Blue! with Gameboy
09069 181888

Win Pokémon Goodies!
Includes Posters, Toy monsters, Books, & loads more!
09069 181889

Win These Simpson Videos!
Get your hands on a crazy collection of Simpson antics that will keep you laughing till the cows come home.
09069 107834

Win DVD Player!
09069 107835
Instant Win!

Win Mini Disc Player!
09069 102894

Win Nintendo 64
09069 181885
Instant Win!

Win Internet Phone!
"Pay as You Talk"
Cellnet conditionsapply to mobile phone.Call charges not included.
09069 107836

Win a folding City Scooter!
Zip about on this stylish Scooter! Ideal for cruising and looking good!
09069 107837

Wrestling T-Shirt

Two packs of Pokemon Trading Cards

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 181883 Instant Win!

Sports Watch

Flash Camera with Motor Wind

Electronic Databank

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

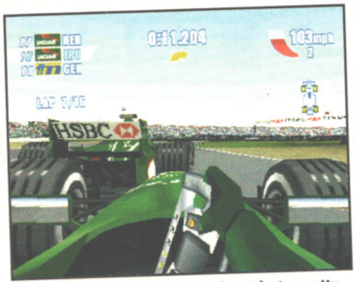
Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 30th November 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

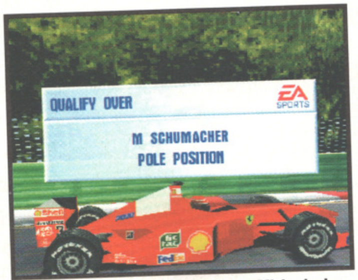
PlayStation

COST: £29.99
OUT: SEPT

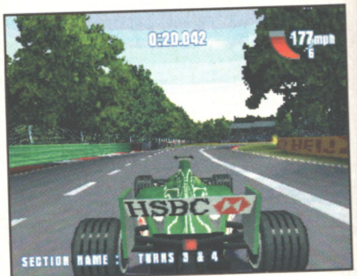
MULTIPLAYER: **1-2**



The fabulous Jensen Button – he's not just a pretty face, he can really drive too, ya know



Qualifier for the Autralian Grand Prix. Michael wins again and he didn't smack anyone off the track either



These beauties handle like a dream and come complete with all the correct sponsorship markings

F1 CHAMPIONSHIP SEASON 2000

The entire world of F1 crammed into one tiny disc. Well almost

WORDS & SCREENSHOTS:
MAURA SUTTON

WHAT YOU NEED TO KNOW

The name's a bit of a giveaway here – *F1 Championship Season 2000* is the updated version of the recently released *F1 2000* game from EA (reviewed in Issue 222). Whilst the first version was released to coincide with the start of the 2000 F1 Championship season, this new release is supposed to reflect some of the dramatic events of the past few months on the circuit via the new Scenario mode.

EXCUSE ME, MR SCHUMACHER

As with the original game, *F1 Championship Season 2000* is a highly polished and astoundingly accurate representation of the F1 season. It features all the official car and driver licences and the camera angles are directed by the same bloke who oversees the F1 live broadcasts. In terms of detail, no stone is left unmapped. There have been assorted tweaks and improvements added since the earlier game, including modifications to make suspension and handling more realistic, and neat visual touches such as tyre wear and grass stains.

SPIN CITY

The new Scenario mode represents an attempt to introduce something a little more innovative than the full Championship Season, Single Weekend, Time Trial and Quick Race modes that are already included. It's quite a challenge to act out memorable F1 events from the 2000 season. The regular modes are really good fun to play too. Unlike some racing games, the cars are not so sensitive that you'd spin off the track the minute you pressed pedal to metal, and there's an excellent Driving Aid and Training mode to ease the racing novice into the fray.

WORTH PLAYING?

Yes, if you're in love with everything to do with Formula 1 and you haven't already bought *F1 2000*. If you already own that title, you'll have to decide if the extra Scenario mode and additional gameplay tweaks make it worth buying what is essentially another version of the same game. But hey, footy games do it all the time and still sell big. Anyone else just looking for a damn good driving game with addictive gameplay should definitely take it for a spin.

computer and video **Games**

★★★★

IF YOU LIKE THIS TRY THESE...
F1 2000 (PS), *Formula 1 '99* (PS)

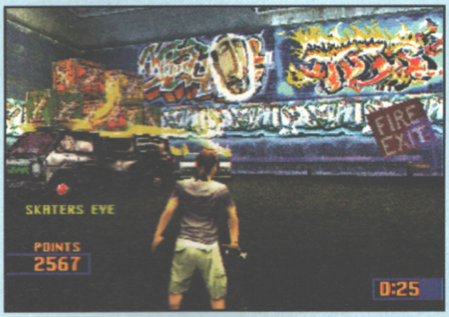
GRIND SESSION

WORDS & SCREENSHOTS: MAURA SUTTON

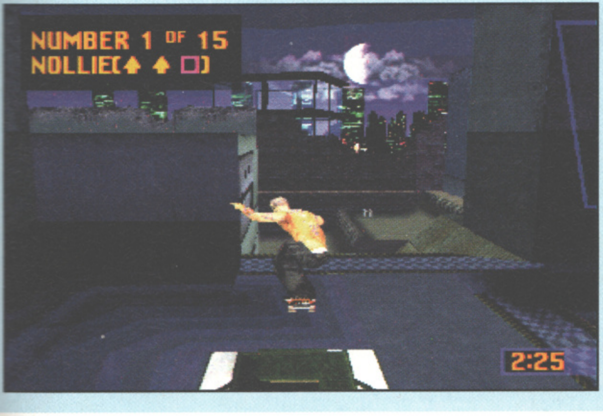
Can it take on *Tony*?

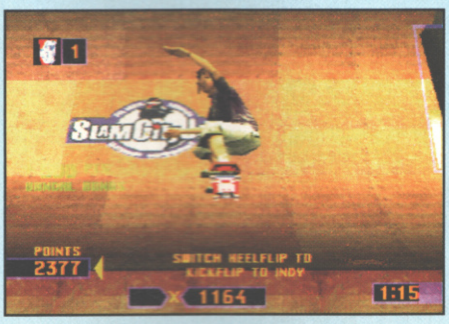
WHAT YOU NEED TO KNOW
Poor *Grind Session*. Released around the same time as *Tony Hawk's Pro Skater 2*, the daddy of all skateboarding games, it's got it all to do to prove itself. Shame really, because *Grind* is actually a very entertaining game. First impressions are it looks similar to *TH*, though the courses are shorter and more self-contained and the tricks are easier to pick up.

BUMP 'N' GRIND
You get to choose from a number of professional skaters or can create your own. Single player, you skate on famous parks including London's PlayStation Park trying to earn enough respect points to unlock the next. Respect comes from knocking over trash cans or boom boxes, as well as from amazing trick combos and other skating shenanigans.



The first-person 'Skater's Eye' shows you where the Tech Lines are



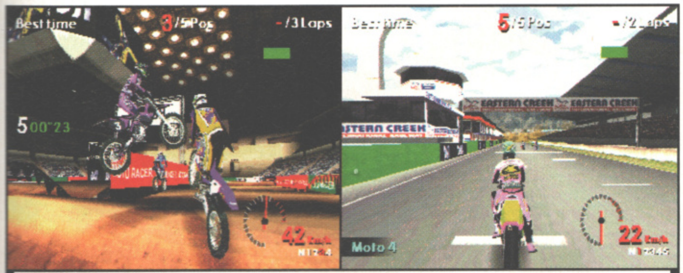


COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-6**

WORTH PLAYING?
Dis this just cos you love *Tony Hawk's* and you'll miss out on a decent skater. Boarding newcomers will enjoy the ease of the controls and the handy training level. There's nothing like the buzz of getting into a groove on the halfpipe and pulling off some spectacular combos. And the three mulitplayer modes in Versus or Co-op are cool. It's not going to burn our Tony off the park but it is well worth a look.

computer and video **games**
★★★

IF YOU LIKE THIS TRY THESE...
Tony Hawk's Pro Skater 1&2 (PS)



MOTO RACER WORLD TOUR

Third time's a charm

FORMAT: **PLAYSTATION**
PRICE: **£29.99**
OUT: **SEPT**
MULTIPLAYER: **1-2**

WHAT YOU NEED TO KNOW
This is the third installment in the *Moto Racer* series. While the first two were a mixture of dirt bike and GP bike racing, *MRWT* takes things a few revs further by introducing motocross and The TT into the mix.

SKID MARKS
You can race in Championship and Arcade modes and can unlock drag racing and traffic racing options. Courses range from the Isle of Man TT, to indoor arenas like Barcelona.

WORTH PLAYING?
If you're into bikes, yes. The tracks and riders look great and it feels as authentic as ever. But the realism factor means it's no pushover, takes a while to get into and will appeal most to serious two-wheeled petrolheads.

computer and video **games**
★★★

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freedom for the net generation

Dreamcast

COST: **£39.99**

OUT: **NOW**

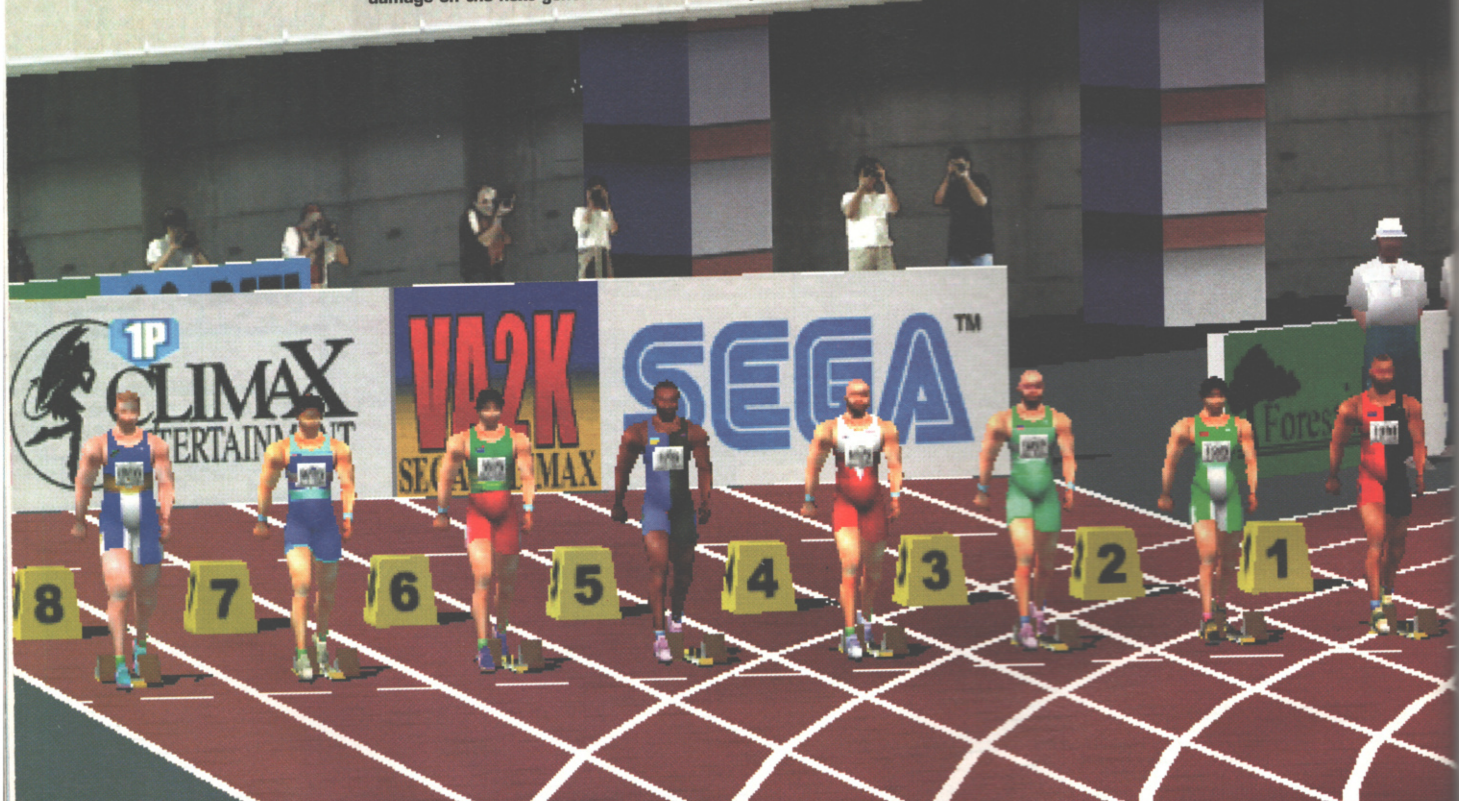
MULTIPLAYER: **1-4**

VIRTUA ATHLETE 2K

So real you can taste the steroids

WORDS & SCREENSHOTS: LES ELLIS

The doctors have got it wrong. All these cases of RSI you hear about with people claiming millions in compensation are not caused by working with computers. These people just spent way too much time playing *Track & Field* when they were younger. It's summer, the Olympics are on TV and it's time to inflict the same damage on the next generation of workers – you!

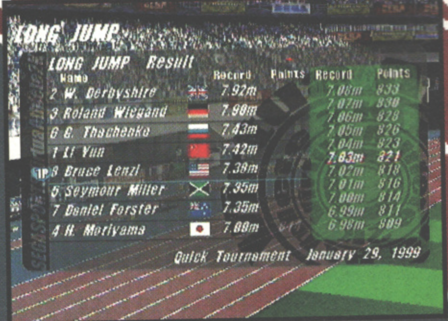


PUTTING ON A SHOW

If you've seen *Virtua Tennis* on DC, then you'll probably be expecting some amazing presentation here. And you won't be disappointed. The atmosphere in the crowd is electric as the camera pans round the stadium before focusing on the athletes as they warm up and prepare for the event. This is better than watching athletics on the telly.

SEGA
1P Bruce Lenzi 0278
USA - - - S
VirtuaAthlete2K

Before a race the camera pans around the starting line up



LONG JUMP

LONG JUMP Result

Name	Record	Points	Record	Points
2 W. Derbyshire	7.92m		7.08m	833
3 Roland Wiegand	7.90m		7.07m	830
6 G. Thachenko	7.43m		7.06m	828
1 Li Yun	7.42m		7.05m	826
8 Bruce Lenzi	7.38m		7.04m	823
5 Seymour Miller	7.35m		7.03m	821
7 Daniel Forster	7.35m		7.02m	818
4 H. Moriyama	7.08m		7.01m	816
			7.00m	814
			6.99m	811
			6.98m	809

Quick Tournament January 29, 1999

The times and distances you'll get are not ridiculously unrealistic

2000
SEGA
0278
1P Bruce Lenzi 0278
USA 17.95m
VirtuaAthlete2K

Athletes celebrate great performances and get annoyed at bad ones

100m – mas

High Jump –
jump, then p

AT

Name your g
break your c

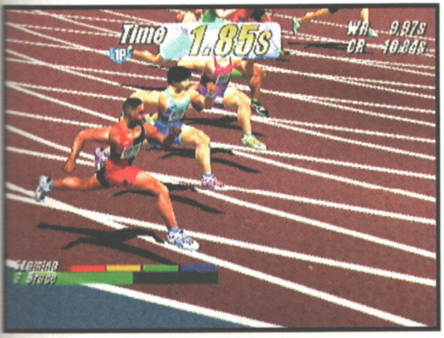
WH

IF YO
LIKE T
TRY
THESE

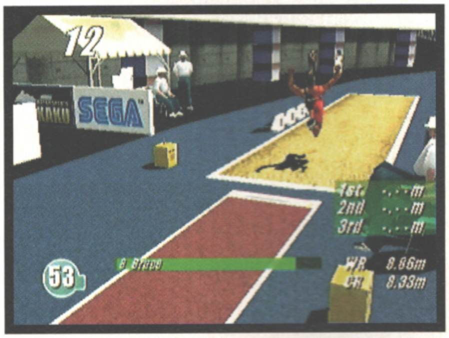
Internatio
Track & Fi
(N64, PS),
Sydney 20
(DC, PC, P

THE EVENTS

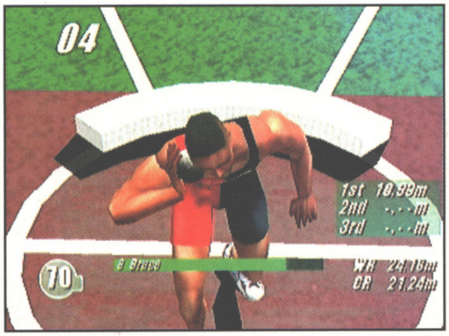
There are seven events to get stuck into here – that's five less than *Sydney 2000*. Most of them rely pretty heavily on manic joypad smashing as you'd expect, but they all look blinding and you'll gasp at detail in the athletes as they grimace with effort and strain themselves to go that extra yard. This is the best looking athletics game we've seen so far.


Time 1.85s
WR 9.97s
CR 10.04s
Stamina

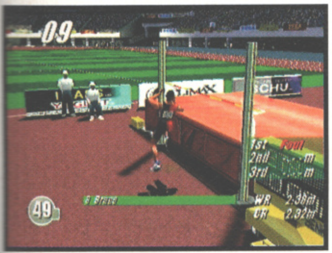
100m – mash the buttons for the best time. No need for skill here


12
SEGA
1st
2nd
3rd
53
WR 8.95m
CR 8.33m

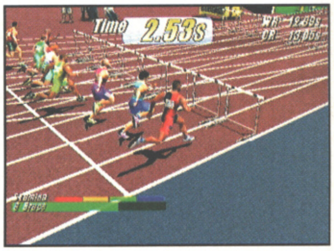
Long Jump – run like hell and hit the right angle for a good jump


04
1st 18.99m
2nd
3rd
70
WR 23.12m
CR 21.24m

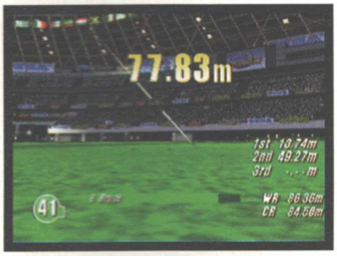
Shot Put – keep your energy high and release at the right angle


09
1st Foul
2nd
3rd
49
WR 2.38m
CR 2.32m

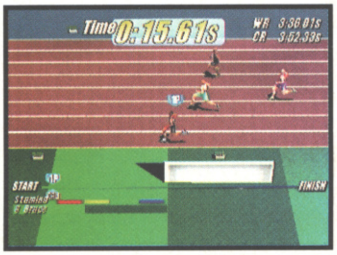
High Jump – a gentle run followed by a 45 degree jump, then press down to flick your legs over


Time 2.53s
Stamina

110m Hurdles – combine running like hell with hitting action to clear the jumps


77.83m
1st 19.74m
2nd 49.27m
3rd
41
WR 86.36m
CR 84.58m

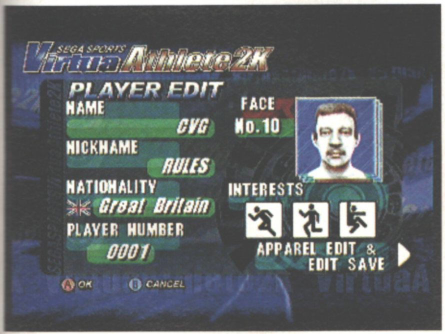
Javelin – just imagine a giant game of darts. Peg it to the line and launch at 45 degrees to win


Time 0:15.61s
WR 3:38.01s
CR 3:52.33s
START
Stamina
FINISH

1500m – pace yourself. You have to keep your stamina up to finish in a good position

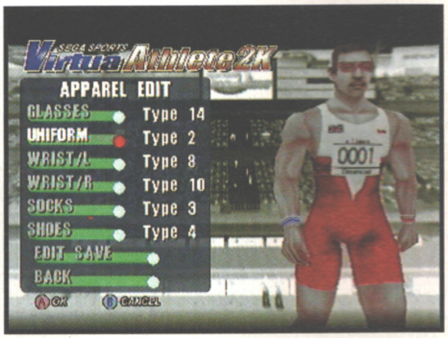
ATHLETIC DESIGN

Virtua Athlete comes complete with a character editor. Some may have to use drugs to create an awesome athlete that ends up looking like a freakish female Russian Shot Putter – complete with underarm hair and biceps bigger than Arnie's – but you can use the power of your DC to come up with the athlete of your dreams. Or nightmares.


SEGA SPORTS Virtua Athlete 2K
PLAYER EDIT
INTERESTS
APPAREL EDIT & EDIT SAVE
OK
CANCEL

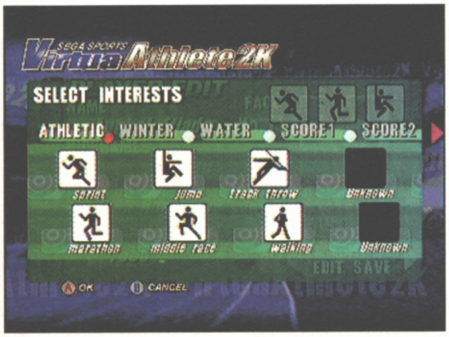
NAME CVG
NICKNAME RULES
NATIONALITY Great Britain
PLAYER NUMBER 0001
FACE No.10

Name your guy, choose his nationality, number and face. And then break your controller trying to make him run extremely fast


SEGA SPORTS Virtua Athlete 2K
APPAREL EDIT
EDIT SAVE
BACK
OK
CANCEL
0001

CLASSES Type 14
UNIFORM Type 2
WRIST/L Type 8
WRIST/R Type 10
SOCKS Type 3
SHOES Type 4

Then you can dress him how you like right down to his socks and shoes. But there's no sponsorship for this ugly looking weirdo


SEGA SPORTS Virtua Athlete 2K
SELECT INTERESTS
ATHLETIC
WINTER
WATER
SCORE1
SCORE2
sprint
jump
track throw
Unknown
marathon
middle race
walking
Unknown
OK
CANCEL

Give him some interests which will decide the events that he performs better in. This will be important later on

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***International Track & Field* (N64, PS),**
***Sydney 2000* (DC, PC, PS)**

TURN BACK TIME

Year 2000 graphics with early 80s gameplay. Harsh but true. As good as this may look, the gameplay is nothing more than ruthlessly mashing away at your joypad to keep the speed up, with the odd snatch at the action button to jump or let something go. *Track & Field* was doing this exact same thing decades ago and things haven't really changed much since.

DROPPING THE BATON

So with gameplay that's almost identical and graphics that aren't a million miles apart, can Sega's effort really beat the official *Sydney 2000*? Not when it comes down to the number of events. *Sydney* has 12, *Virtua* has seven – not even enough for a Decathlon. So you can play through all the events in ten minutes flat. And that includes the three and a half minute 1500 metres. Hmm, but it does have a four-player mode which completely rocks – surely there's no better way to decide who's turn it is to make the tea than a quick 100m sprint?

GO FOR GOLD

Sydney may have more events but several of them aren't worth bothering with. This is a tighter more entertaining experience, marred only by the slightly unrealistic 1500m. Forget the official license and *VA* has the edge if you're after a multiplayer mash-up, though *Sydney*'s Olympic mode makes it a better buy for solo play.

computer and video Games
★★★★

NINTENDO64

COST: **£39.99**
OUT: **SEPT**
MULTIPLAYER: **1-4**

TUROK3 SHADOW OF OBLIVION

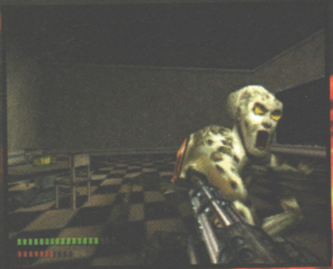
WORDS & SCREENSHOTS: RICH MARSH

Pumped up and angry as hell, this game wants your respect – wanna play?

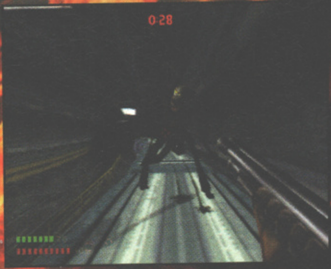
The makers of *Turok* must be livid. If it wasn't for those pesky Rare kids, the crown of Best N64 Shooter would surely be theirs. As it is, they've got to make do with bronze behind *Perfect Dark*'s and *Goldeneye*'s gold and silver. Still, it could be worse – they could have made *Superman* or *Clayfighter 33 1/3*. *Turok 3: Shadow of Oblivion*, the fourth in the series, is the dino-crunching shoot 'em up's N64 curtain call – everything they've learned about making games for Nintendo distilled into one grey cart. It sounds promising, but hang on, there's no way *Turok 3* can surpass Ms Dark, is there?

GUNPOWDERPLOT

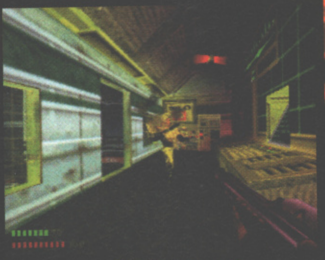
First-person shooters are only as good as the guns that do the shooting. Jaw dropping scenery is nothing unless viewed down the barrel of a very large boom-stick. Seems like they've taken this point on board and all the basic weapons are available right from the off, rather than scattered around the first level, with a whopping 24 weapons to collect in all.



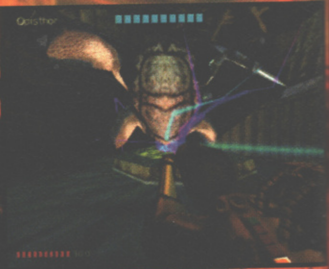
The Firestorm Cannon has a very high firing rate, perfect for taking care of hordes of scum



The shotgun is great for this section where you have to storm through an out of control train



The Fireswarm is a shotgun that ignites enemies making them scream like big girl's blouses



To take out one of the larger monsters go for the ass-kicking PSG gun – it's got quite a handshake

VIOL

Joshua Firese
Unfortunately

T

Deep in the Ch
face to face wi

INSTAN

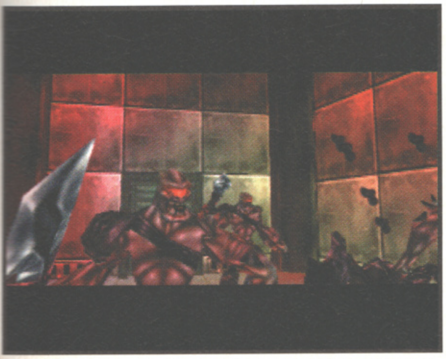
BOS

One of the fi

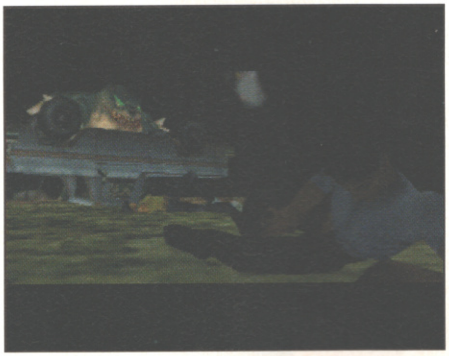
Before you go o
east the high-k
couple of round

VIOLENCE WITH A STORY

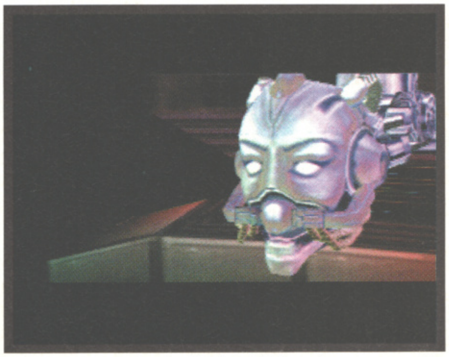
It seems mindless carnage has to have a complex and complicated story behind it these days. Joshua Fireseed has been killed. The Turok lineage and the safety of the universe now rest on his brother and sister, Danielle and Joseph who have to vanquish the evil Oblivion or the galaxy will be destroyed.



Joshua Fireseed dreams of a young boy, a Turok, who he must save. Unfortunately he gets killed before he can do anything about it



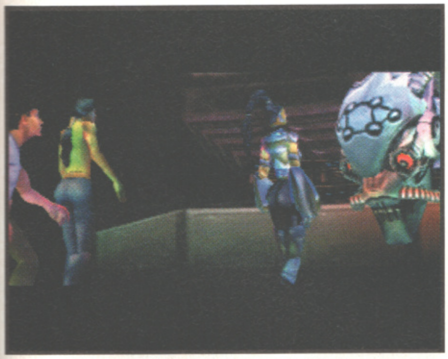
Fleeing the scene of Joshua's death, his brother and sister are jumped by a monster but are saved by a kind lady called Avon



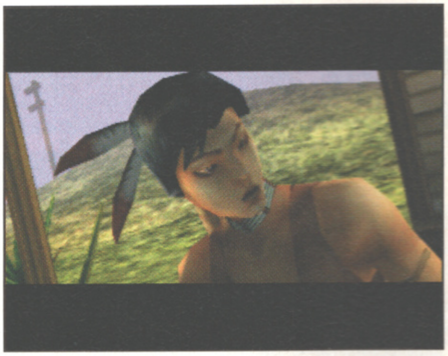
Both are transported to the Chamber of Voices where some massive metal heads challenge them to prove their worth. Game on...

TWO DIE FOR

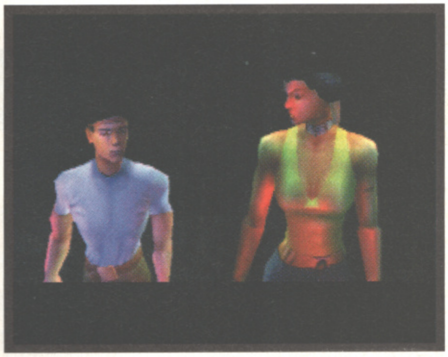
Another big change from the previous *Turok* incarnations is the introduction of two playable characters. One is, of course, an attractive woman, and the other a teenage boy. All bases covered there then. Each has different skills, weapons and attributes, although both lay waste to anything even remotely resembling evil with equal aplomb.



Deep in the Chamber of Voices, Joseph and Danielle Fireseed come face to face with their destiny. Doubtless it'll involve a lot of killing



Danielle is the elder of the two and a real feisty vixen. Unlike Joseph she can use a handy grapple gun to reach high ledges

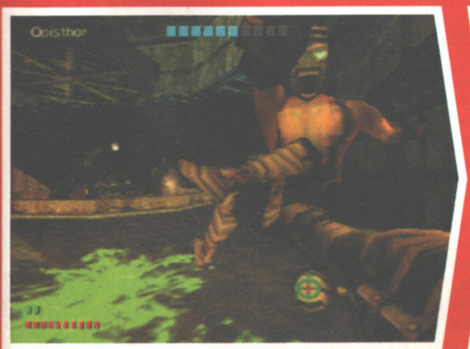


Joseph is only 15, but he's up for the task. He's shorter than his sis so he can crawl through small gaps and access areas she can't

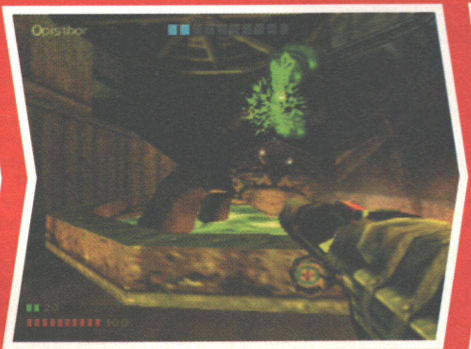
NSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

BOSS TROUBLE

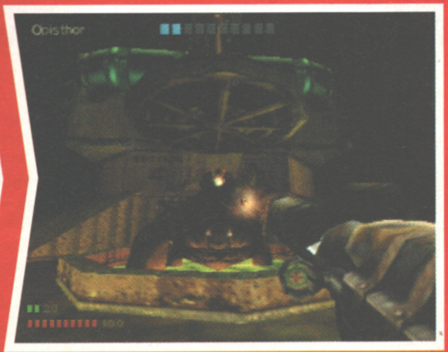
One of the first really difficult parts of *Turok 3* is the opening level of stage 2: Opisthor's Chamber



Before you go on to kill the big muthas, you'd better make sure you toast the high-kicking ninja guards. Our advice is let loose with a couple of rounds from the trusty Fireswarm to toast 'em up good



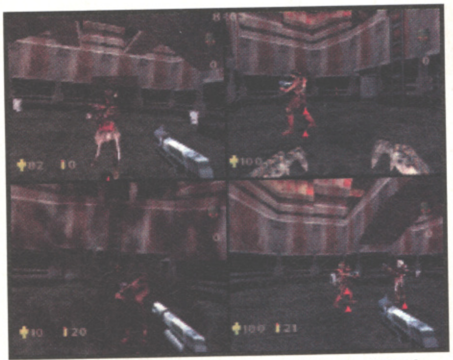
These crab-like creatures are known as the Opisthors, and they spit gallons of searing green acid at you. Avoid at all costs – it hurts big time. Our weapon of choice here is the mighty PSG



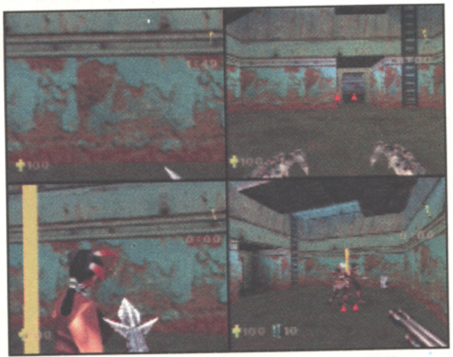
Aim for the white spot right in the middle of its forehead. All you have to do is hit it enough to turn all the blue squares off. Three shots from the PSG should do it. Then it's on to the other two

ME AND YOU OUTSIDE

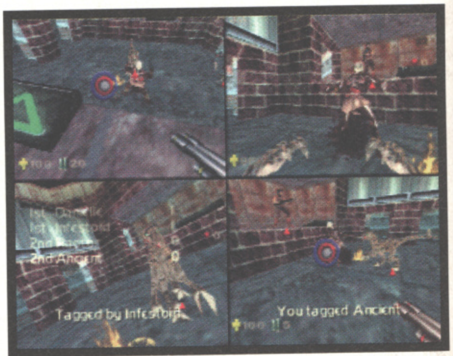
If your idea of fun with mates is the cut and thrust of reasoned debate then stop reading now. *Turok*'s idea of social interaction is high-octane slaughter spread over 48 multiplayer maps and eight game modes. Like the slightly disturbing Monkey Tag where you take turns being a defenceless chimp the others hunt with big guns.



Bloodlust is the no holds barred deathmatch daddy. Just kill and don't get killed. No frills, just fast-paced carnage plain and simple



If you like running away like a yellow-bellied sissy, then Golden Arrow is for you. Get the arrow, and peg it like feckin' fury

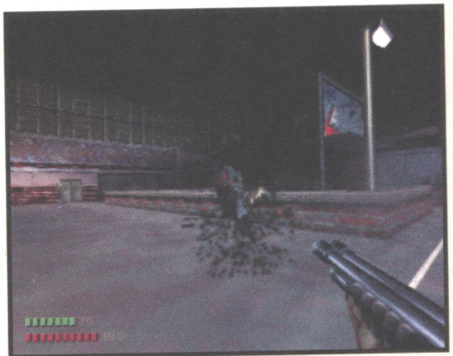


Monkey Tag. Hmm, not sure what David Attenborough would think of this. It's still great fun chasing down a shrieking primate

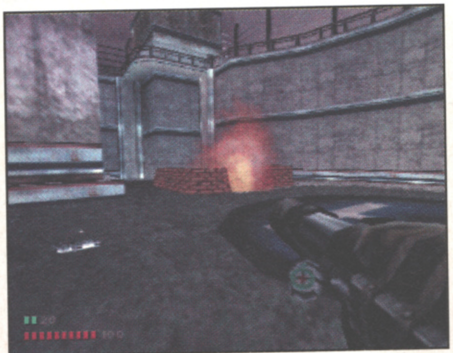
"Turok 3: *feverish steroid-fuelled action*"

WELCOME TO MY WORLD

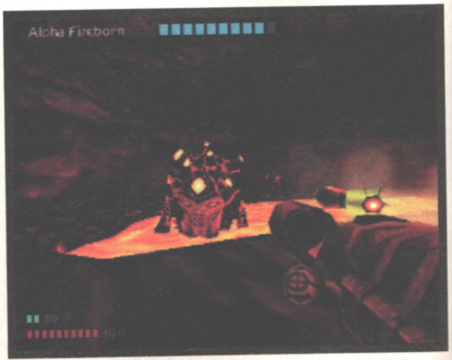
Turok 3 is the most ambitious of the series as far as environments are concerned. And with an Expansion Pak there's now a tip top hi-res mode. This boasts 20 levels spanning five huge areas, from the dark and broody climes of a futuristic city to the – um – dark and broody climes of a military base.



The first area you'll get to roam is the city, home of the waking dead and very disobedient dogs. Down rover, down!



Every shoot 'em up seems to have a level set in a top secret military base. *Turok 3* isn't going to upset the apple cart on this front



Welcome to the Heart of Fire, one of the most difficult areas due to the molten lava and firebreathing creatures that call it home

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Perfect Dark* (N64), *Quake 3 Arena* (PC)**

DON'T EXPECT THE EARTH

Anyone looking for a complete overhaul of the *Turok* formula will be disappointed with *Turok 3*. All they've done is fix the problems from the first two and added some new twists. So for your money you get a succession of bigger and better weapons and tougher and harder enemies plus a very light layer of puzzle solving.

MOVING ON

One improvement is the save system. Gone are the days of endless searching for an elusive save point. Now you get a save point every five minutes. Equally nice is the weapons upgrade system. You only get the basic weapons at the start but can upgrade them as you go adding stuff like extra barrels and explosive shells.

AS GOOD AS PERFECT?

So can *Turok 3* hold its own against *Perfect Dark*? Well it's a bit of yes and no. *PD* has the edge as far as a story line is concerned, with a plot that draws you in and colours the playing experience. The story behind *Turok 3* is more of a vehicle to get you from A to B, despite the gorgeous FMV scenes that are as good as you'll see on the N64. Where *Turok 3* excels is in its feverish steroid-fuelled action. Enemies disintegrate in very satisfying quantities with all the gore and sound to match the impossibly over the top weapons.

THE VERDICT

Turok 3 is a fine shoot 'em up. The environments are huge and well designed, the beasts are brilliantly modelled and more than a little scary. Graphically, *Turok* looks pretty as a picture in Hi-Res mode, with hardly any slowdown. It came close to Five Stars but with the colossal *PD* sweeping all comers before it, it's just going to have to make do with second best. Again.

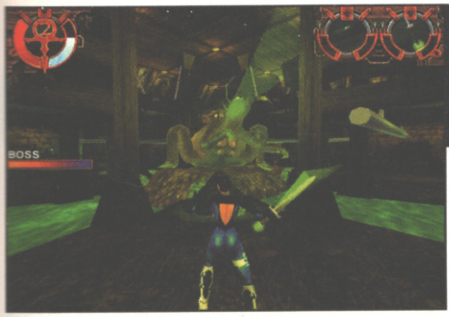
COMPETITION

We've got five copies of *Turok 3* to give away. Answer the question and write to the usual address by Oct 13.

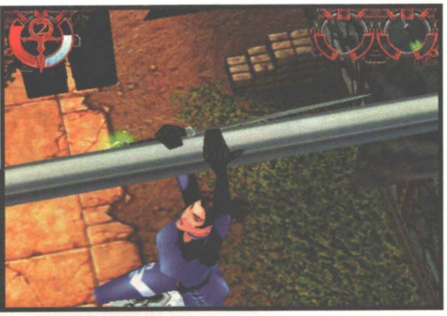
Who's Danielle and Joseph's bro?

A/Jack Daniels
B/Jake La Motta
C/Joshua Fireseed

computer and video GAMES
★★★★



Some of the swordplay is a little bit chaotic and not as gripping as you'd like. It still looks great though



She's an all-action girl this one and is full of moves. Always pay attention to your surroundings or you'll miss an exit

PC CD ROM

COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: **NO**

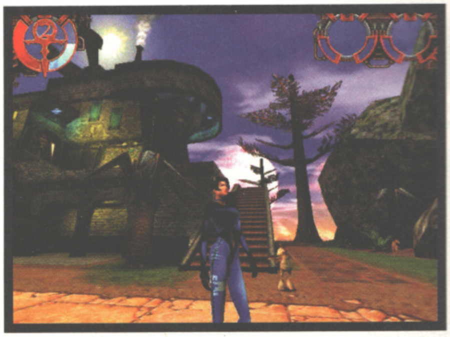
HEAVY METAL FAKK 2

She's beautiful. Now let her suck you into her world

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW
The title may conjure up images of 50-something rockers in tight jeans screaming into microphones but fear not, this is no hard-rock karaoke sim. It's a rather nifty third-person action adventure using the *Quake 3* engine. Guide rock-babe Julie in her quest to save her planet from menacing enemy forces.

OH FAKK!
FAKK 2 looks so good people will stop to gawp while you play. The *Quake 3* engine allows for panoramic views, beautiful skies and massively detailed textures. Our leading lady's got a fine selection of moves too; she can leap chasms and shimmy along ledges like a marine. Only much prettier.



WORTH PLAYING?
Like *Half-Life*, *FAKK 2* features a stunning playable introduction and an incredible plot. Though you don't feel entirely in control of Julie's destiny, there's always a puzzle to crack or a baddy to skewer. There are a few too many frustrating jumping sections to deal with, and the fighting – especially sword fights – isn't as tight as you might like. But *FAKK 2*'s extremely playable and has an atmosphere that will draw you right in. And its visuals will blow your PC-cussing friends away.

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
MDK 2 (PC/DC), *Outcast* (PC)

PlayStation

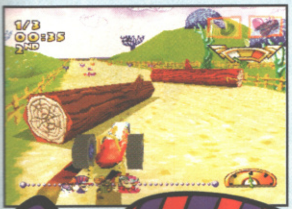
COST: **£29.99**
OUT: **NOW**

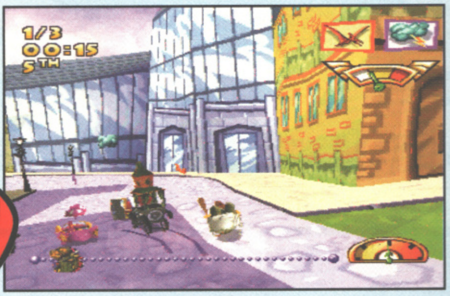
MULTIPLAYER: **1-2**

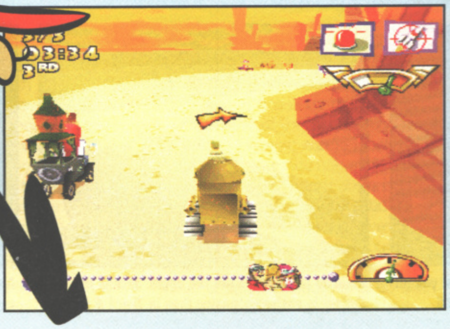
WACKY RACES

Drat, and double drat

WORDS & SCREENSHOTS: JOFF BROWN

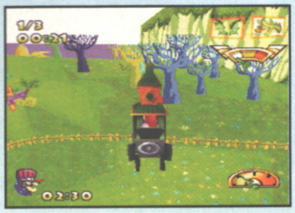






WHAT YOU NEED TO KNOW
Limping in behind the top-notch Dreamcast and Color Game Boy versions of cult toon series Wacky Races comes the PlayStation effort, which is something of a Dick Dastardly next to the others' Penelope Pitstop and Peter Perfect.

PAP AND DOUBLE PAP
The four environments have the rough drawing style of the cartoon, but that's where the fun ends. The cars are made from a handful of polygons and the commentary's just baffling. If there was a decent game under all this pap then it wouldn't matter. But there's no feeling of speed, the power-ups are lame and your own mother could come up with more varied courses. And unlike the DC version, there's only room for two in multiplayer.



WORTH BUYING?
A missed chance for a cool game. If you're in love with the characters, buy another version. If you respect your PlayStation, steer clear. *Crash Bandicoot* won't be losing sleep over this one, that's for sure.

computer and video Games
★★

IF YOU LIKE THIS TRY THESE...
Crash Team Racing (PS), *Walt Disney Magical World Racing* (PS), a head transplant

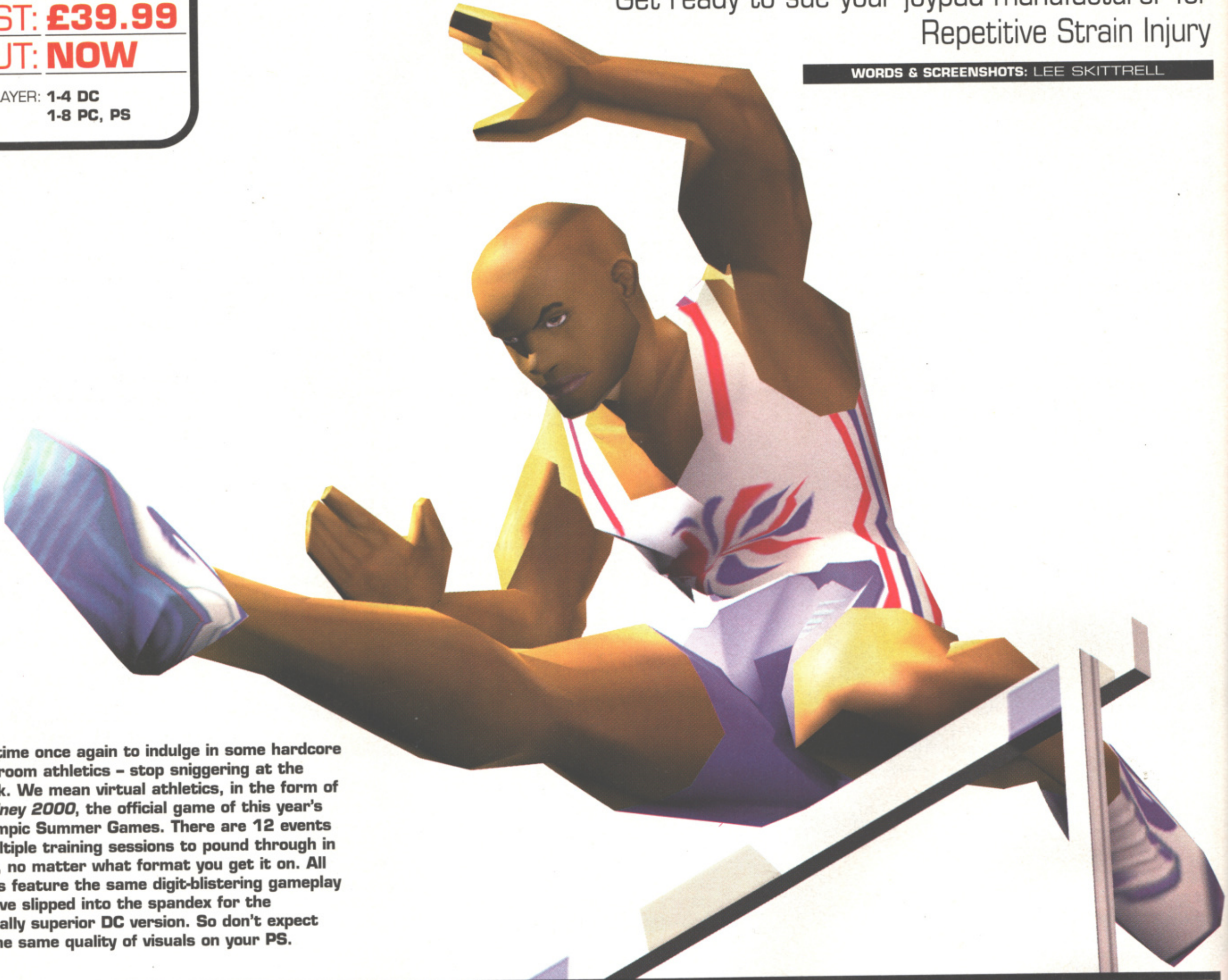
Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4 DC**
1-8 PC, PS

SYDNEY2000

Get ready to sue your joypad manufacturer for Repetitive Strain Injury

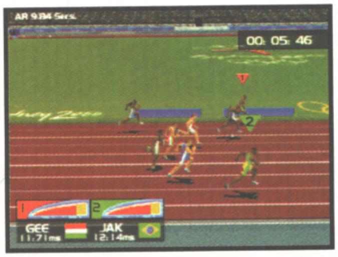
WORDS & SCREENSHOTS: LEE SKITTRELL



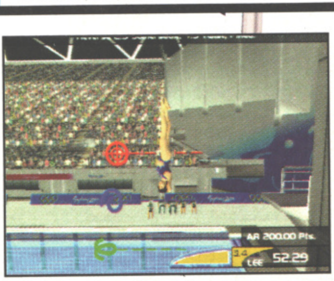
It's time once again to indulge in some hardcore bedroom athletics – stop sniggering at the back. We mean virtual athletics, in the form of *Sydney 2000*, the official game of this year's Olympic Summer Games. There are 12 events and multiple training sessions to pound through in *Sydney*, no matter what format you get it on. All versions feature the same digit-blistering gameplay but we've slipped into the spandex for the graphically superior DC version. So don't expect quite the same quality of visuals on your PS.

READY, SET, GO

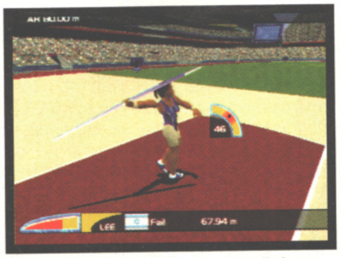
Sydney features a nice mixture of events though with a fair share of old-fashioned button-bashing. An action button pulls out an event-specific move like thrusting your chest out at the 100m's finish or setting your launch angle in the javelin. It's not all frenzied pad-pummelling though; for the gentler events different controls are used, providing a welcome change of place.



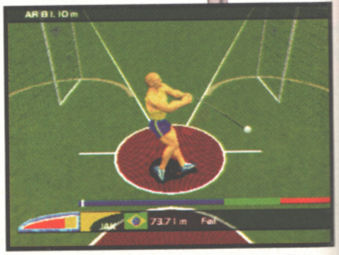
The 100m is a firm multiplayer favourite. Get it right and your athletes motor at a cracking pace



Diving's a great reaction-style event where you hit buttons according to their colour as you fall



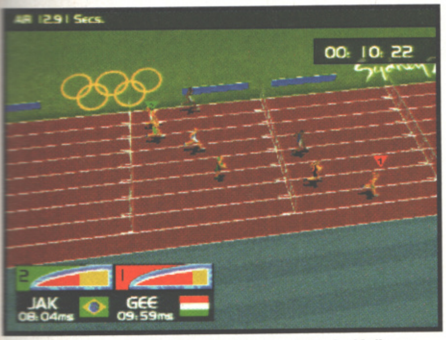
Build up power then set the angle. Javelin in *Sydney* is easier to master than in *Track & Field*



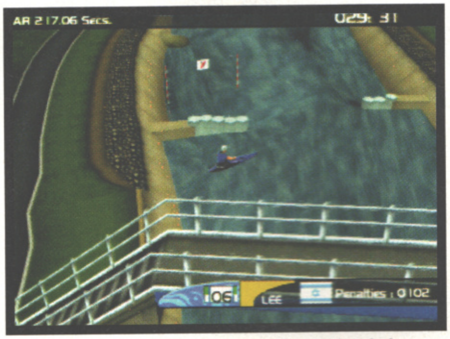
Always a hardcore event, the hammer is still a royal pain. Use the Practice mode to crack it

THREE QUARTERS GOOD

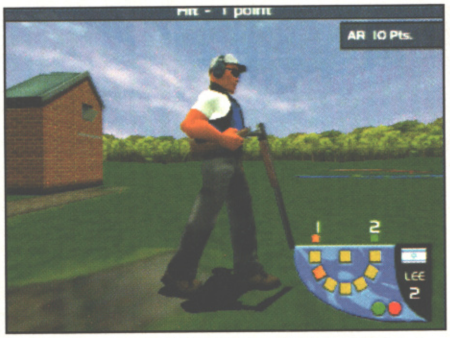
Nine of the 12 events in *Sydney* are superb, especially multiplayer. Whatever your method of pad-mashing, be it the trusty pen-top or the blister-avoiding sock over the thumbs trick, you're guaranteed a good time alone or with mates. It's only the 110m hurdles, kayaking and skeet shooting that disappoint.



There's nothing awful about the hurdling event but the bird's-eye view seriously hinders your ability to leap for victory. Annoying



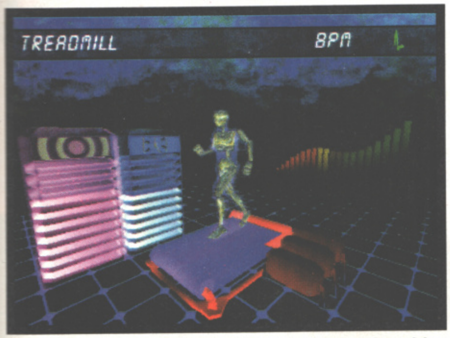
The kayak event is fiddly to get to grips with and ugly to look at. Again, you can get good with practice but it's the weakest of the lot



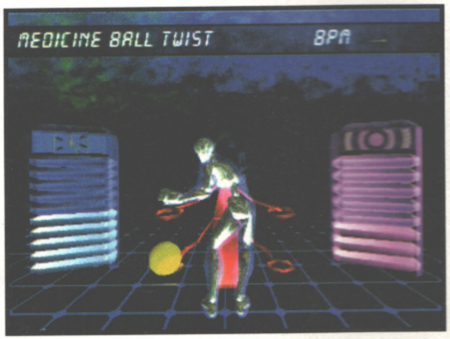
Skeet shooting tests your reflexes and aiming ability. But it's too tricky as your gun feels like it's floating in zero gravity. Weird

VIRTUALLY GREAT

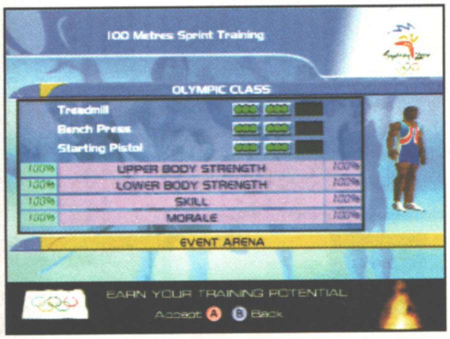
Apart from Arcade and Multiplayer modes, *Sydney* also boasts the stonking Olympic mode. Here you put your athletes through virtual training gyms to boost their stats and morale, turning them from feeble weaklings to unbeatable beefcakes. Then you can try for qualification for the Olympics itself. You can even save your guys to VM and compete against a mate.



Your athlete starts off weak, miserable and puny. Select the training appropriate for the event and you'll see his condition improve



There are loads of different gym challenges. The medicine ball twist is one of the more difficult ones. Keep at it though...



...and eventually you'll be nigh-on unbeatable. An athlete at 100% all-round should be about ready for gold at the Olympic stage

> "Train your athletes from feeble weaklings to unbeatable beefcakes"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***International Track and Field* (N64), *Virtual Athlete* (DC)**

IT'S SUPER EFFECTIVE!

Athletics games are always a great crack when played with a bunch of mates and *Sydney* is no exception. The big bonus here though is the brilliant single-player experience of the Olympic mode. Spending hours training your athletes to herculean proportions before thrashing your friends' weeds has a winning *Pokémon*-esque thrill. Combine this with the variety of events and multitude of records to beat and you get a value package.

SEE RIGHT THROUGH YOU

In terms of presentation, *Sydney 2000* is superb. The X-Ray style gym visuals break up the greens and browns of the accurately modelled Olympic stadia nicely, while the trancey soundtrack and commentary are both superb. The graphics have been much tidied since we saw the preview version and are generally good, though with a slightly clinical feel. The athletes have been motioned captured and tinkered with to make them look more arcady. This leads to good animation but a slightly overweight appearance for all the competitors. And it would've been nice to see a little more variation and personality in each athlete's moves.

ON THE PODIUM

Even if you own the awesome *International Track & Field*, *Sydney 2000* is still definitely worth a good look. You'll get a varied and challenging set of events and that very special one player Olympic mode. That make this a worthwhile purchase for any budding virtual athlete. It's only the occasional dodgy event and the odd bit of visual blandness that make this come in a close second to the mighty, muscle-bound *IT&T*.

computer and video games

★★★★

PlayStation

COST: £34.99
OUT: SEPT
MULTIPLAYER: **1-2**

STAR TREK: INVASION

WORDS & SCREENSHOTS: MAURA SUTTON

Trekkies get their first PlayStation fix

WHAT YOU NEED TO KNOW

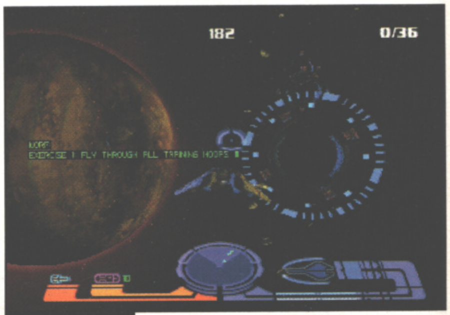
PlayStation Star Trek fans can stop casting green-eyed looks at their PC-owning mates. Finally, they get to enter the world of Cornish pasty foreheads and clinging lycra jump suits. And the rest of us get to enjoy a pretty good 3D space shoot 'em up. The game has the official seal of approval from Paramount Studios and even features the voices of Next Generation heroes, Worf and Captian Picard.

ROCKING ROMULAN

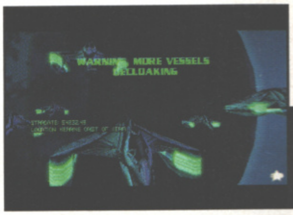
The plot is simple. The Borg are trying to assimilate a new race called the Kam' Jahtae. You are one of Worf's Valkyrie fighter pilots helping to patrol Federation space and deal with the Borg threat as well as those pesky Romulans. Cue lots of frantic dog-fights and furious cloaking and de-cloaking action. *Star Trek: Invasion* reflects the strong attention to detail and accuracy inherent in all Star Trek products. Everything about this game screams quality, from the amazing explosions to the gorgeous looking planets and ultra-dramatic music. And there's more than enough FMV to carry the plot along, too.

WORTH PLAYING?

Too right it is. Trekkies will be blubbing with joy at the way the Star Trek universe is so accurately and beautifully presented. And fans of space shooters will be hard pushed to find a better title on PlayStation. They certainly won't find anything as polished. The learning curve is a little harsh even on lower levels but it's worth persevering to get to the good stuff.



Invasion is no pushover and even the training mission is rock hard to finish



The Romulans are de-cloaking, and frankly, you wish they wouldn't

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Colony Wars: Red Sun (PS), *X-Wing: Alliance* (PC)

PlayStation

COST: £29.99
OUT: SEPT
MULTIPLAYER: **NO**

KOUDELKA

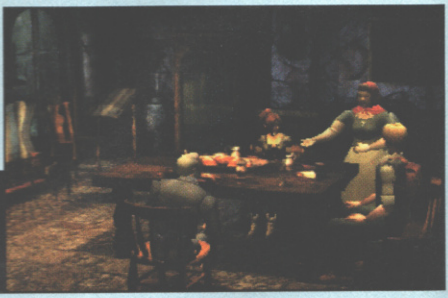
Monster bashing and stat-crunching in the Valleys, boy-o.

WORDS & SCREENSHOTS: LEE SKITTRELL

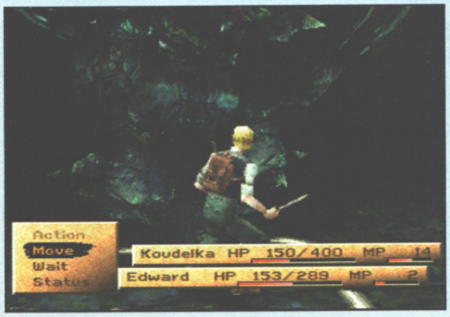
WHAT YOU NEED TO KNOW

Final Fantasy Tactics meets *Resident Evil* in the mist-drenched valleys of Aberystwyth, Wales. This gothic adventure mixes the puzzle-solving and exploration of survival horror with the turn-based battles and heavy stat-fiddling of hardcore RPGs. It's a difficult mixture but *Koudelka* just manages to pull it off.

This game is set in Aberystwyth. That's in Wales don't you know?



They may seem all smiles and sweetness, but these locals try to poison our heroes



STAYIN' ALIVE

Koudelka is the sultry heroine of the game and, together with a team of adventurers, you have to explore a creepy monastery. Monsters are roaming free and you must find out why. That's if you can stay alive through the many random battles with giant bugs, vile monsters and flying furniture. We kid you not. *Koudelka* is brimming with atmosphere and stays just the right side of tongue-in-cheek. The graphics are dark, gorgeous and suitably unnerving while the voice acting and cut-scenes are almost cinema standard.

WORTH PLAYING?

Koudelka's not big on scares but it is very creepy and the story and acting keep you hooked. The game is full of good ideas and supremely stylish. There are problems though, and they may prevent you sticking with it. The battles are highly tactical and can take ages to win even against the weakest monsters, slowing down progress considerably. If you like your tactics, as we do, you'll enjoy the fights but their complexity and frequency will annoy less hardcore players. *Koudelka* is original, dramatic and highly playable, but you can't ignore the fact that the two different playing styles don't always gel.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Vandal Hearts (PS), any *Res Evil* (all formats)

PULL-OUT POSTER

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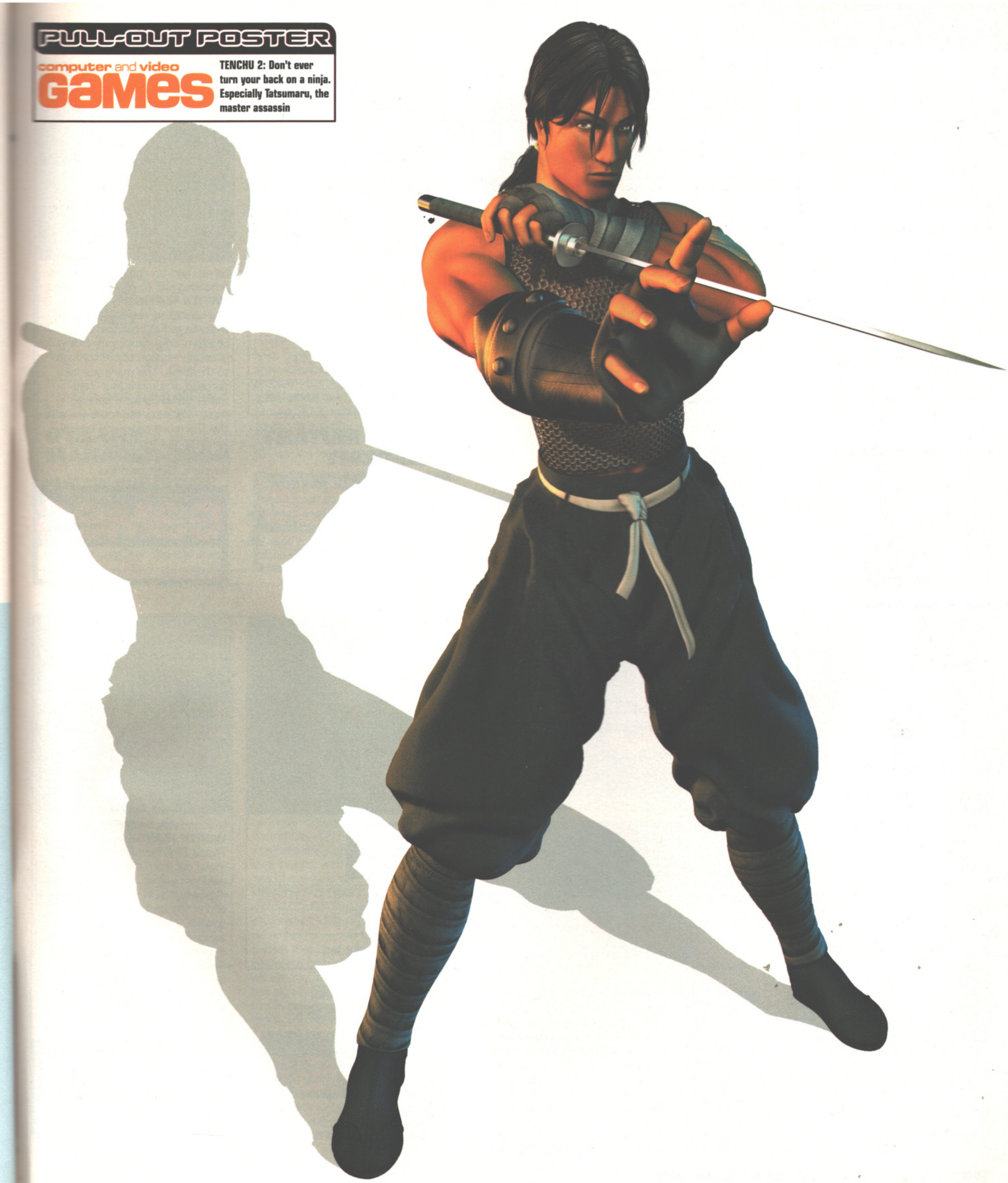
TENCHU 2: Don't ever turn your back on a ninja. Especially Tatsumaru, the master assassin



LAND OF HYPE AND GLORY

Hype: The Time Quest brings Playmobil to your GB. And it's a little plastic nugget.

WORDS AND SCREENSHOTS: LEE SKITTRELL

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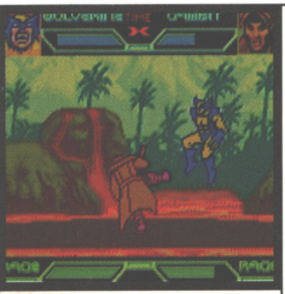
GAME BOY COLOR MODEL NO. CGB-001
02380 623200



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

X-MEN MUTANT ACADEMY

WHAT YOU NEED TO KNOW
The film is racking up the fat cash at the box office, so here come the games to try and do the same. *X-Men* on GB is a straight beat 'em up. It looks great. Wolverine looks like Wolverine, Cyclops shoots lasers out of his robo eye-hole and Magneto hovers as Magneto should. Trouble is, it plays weakly.

IT CAN BE DONE
Neo Geo Pocket proved that fighters could work on a handheld, but this abortion sets the cause back years. The range of moves open to you is extremely sparse, and what should be a thrilling mutant ruckus soon becomes a tedious button bash. The characters leap around far too much, and it's possible to avoid a smacking just by playing kangaroo.

WORTH PLAYING?
The special moves are extremely tricky to pull off, but that's no problem since repeatedly hitting A is usually enough to sail through to the finish. The more you take damage, the more your 'rage' meter builds up for a special move. Ironically, the more you play this the more angry you actually become, but the person you'll want to punch is yourself for buying it. Don't be a fool.

computer and video Games
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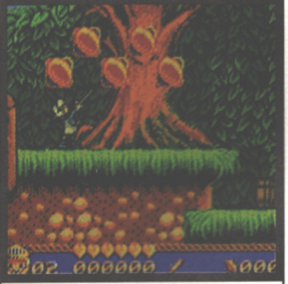


COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

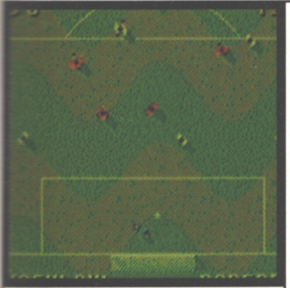
HYPE: THE TIME QUEST

WHAT YOU NEED TO KNOW
We love Playmobil at CVG: the beady eyes, the pudding basin haircuts and the slightly frightening cup-like hands. And now there's a game to satisfy our – and your – plastic-errific videogame needs.

BELIEVE THE HYPE
Hype is the hero of the adventure and you have to help him find his way back to the present after being zapped back into the past by a dark knight. During the game Hype is sent on quests that span different eras in order to get himself back home. The action is split between two different styles of play: top-down RPG adventuring and side-scrolling platforming. And the good news is both sections look and play beautifully.

WORTH PLAYING?
Hype's RPG elements make this stand out from the crowd of GB platform games. The quests are relatively simple – make it to the end of the level and retrieve the goodies – but there's loads of exploring to keep you busy and it's always fun. It is not going to rival *Pokémon* in the RPG stakes and the platform bits won't worry *Mario*, but fused together they work really well. And it's Playmobil for crying out loud!

computer and video Games
★★★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

O'LEARY MANAGER 2000

WHAT YOU NEED TO KNOW

Game Boy's finest ever footy game gets fused with a surprisingly comprehensive management game to make The Best Handheld Football Thing Ever. You can play, play and manage, or just manage. Handheld footy won't get any better before Game Boy Advance arrives, we reckon.

FUN SIM SHOCKER

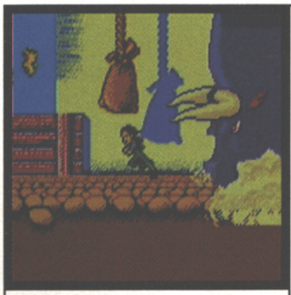
The football side of things is top down, great to control and lays waste to long car journeys. All it lacks is Motty burbling over the top, so do your own impression. The management side lets you buy and sell players, train, check finances – the list goes on. It's easy and fun to do, unlike many hardcore PC management games.

TOTALLY GOOD

Doing a whole season in player manager mode gives this as big a lifespan as any RPG. And you'll keep coming back to it again and again if you're a footy nut. One problem: the playing side is the same game as *O'Leary Total Soccer 2000* and that's only been out for six months. If you bought the last one you'll kick yourself for not waiting for this instead.

computer and video games

★★★★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

THE ROAD TO EL DORADO

WHAT YOU NEED TO KNOW

Miguel and Tulio get a hankering for gold and head off to find a mysterious city built solely of the stuff – El Dorado. You've seen the cutesy cartoon movie, now play the game.

BAG ALL THE COINS

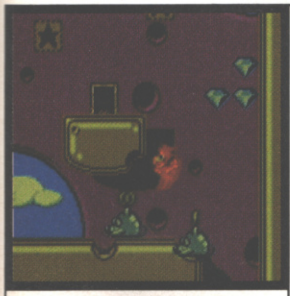
What you get for your 'gold' is pretty standard platforming stuff. Both characters are animated nicely, and both have climbing skills to worry The Super Monkey. If such a creature existed. The levels are full of coins to grab, but you don't do much to earn them. Plus it feels exactly like the platform sections of *Hype: The Time Quest*, so you definitely won't want both games this month.

WORTH PLAYING?

It's really easy to finish, and occasionally original sub-levels break up the main left-to-right scrolling action. The best being the time you get chased by a giant bull. And we do mean giant: this fearsome snorter fills half the screen. Unfortunately, there is a lack of inspiration evident throughout and it annoys us that the boys can stand on clouds. Clouds are made of water vapour. Can't they understand this?

computer and video games

★★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

ALFRED'S ADVENTURE

WHAT YOU NEED TO KNOW

Remember *Alfred Chicken* on the 16-bit formats? Well this title is an exact copy of that game. Alfred nose-dives onto baddies to kill them, pecks at balloons, and springs into the air to grab the stars that are the game's primary pick-up. Of course there's a host of bad guys intent on ruining your day for no apparent reason. What could you possibly have done to pee them off? You're just a cute red chicken on a mission.

POULTRY IN MOTION

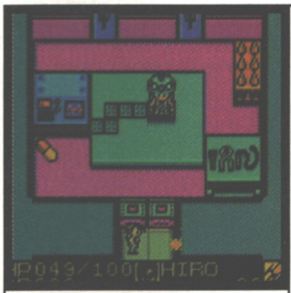
Alfred's nicely controllable, and the levels are numerous and challenging. The biggest problems are down to the small screen, and you'll frequently dive Alfie to his death on spikes that you couldn't see until it was too late. The best thing about the levels is their height, with Alfie catching lots of quality airtime.

WORTH PLAYING?

Alfred Chicken was a fair platformer in its day, but it could never hold a candle to the *Mario* series. If you want to jump onto platforms on your Game Boy Color screen, you'd do best to stick with the plumber. But if you've been there, done that and still want more, you could do a lot worse.

computer and video games

★★★



COST: **£24.99**

OUT: **OCT**

MULTIPLAYER: **NO**

DAIKATANA

WHAT YOU NEED TO KNOW

The *Daikatana* name is now synonymous with badness and within the first ten minutes this handheld version of the PC turkey was met with howls of derision. As reams of comically translated text and a nonsensical plot were revealed we were certain this was to be the worst version of *Daikatana* ever. We were wrong.

WATER WINGS

Ignore the iffy dialogue and the occasional weird moment like the paddling animation that looks like you're wearing a rubber ring, and you've got a solid puzzler/shooter. Everything takes place from a top-down perspective and every screen has got something or other to get busy with. You'll get plenty of guns to play with and a ton of levels to roam. The action moves along swiftly and the puzzles, while simple, come thick and fast.

WORTH PLAYING?

Don't expect *Zelda*-style RPG thrills, but do expect to be entertained. Game Boy *Daikatana* is a whole lot more fun than the chronic PC and N64 versions. If you can ignore the legacy of awfulness that comes with the name and keep an open mind, there's every chance you'll enjoy what *Daikatana* has to offer.

computer and video games

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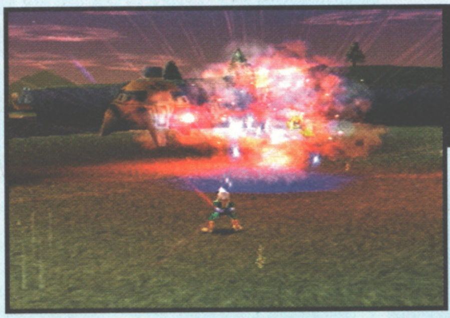
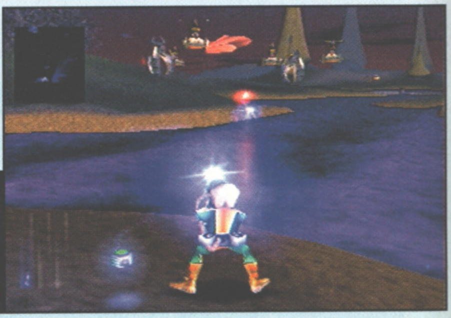
MULTIPLAYER: **NO**



Some of the explosion effects are the best we've ever seen in a game. Here Xed blasts some generators

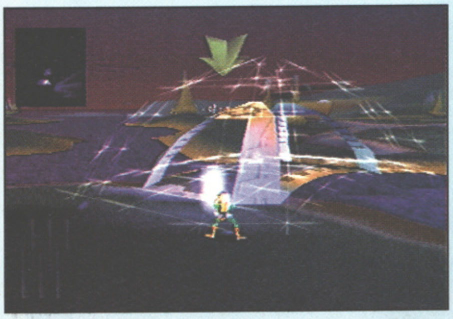


Being able to use your energy either for shooting stuff or constructing things is a nice twist in this style of game

TERRACON

This original shooty-puzzly treat comes as the best kind of surprise

WORDS & SCREENSHOTS: LEE SKITTRELL



WHAT YOU NEED TO KNOW

Super computers are bad. You only need watch Terminator 2 or The Matrix to know that. CPU Terracon is no different. Once a tool to help terraform planets to make them habitable, it's now gone genocidal after some alien egg-heads tried to turn it off. Take control of bug-eyed Xed in a superb mixture of puzzler, platformer and all-out shoot 'em up.

FEELING ENERGETIC?

Xed can use different coloured 'genergy' to not only blow away Terracon's minions but also to create structures to complete missions. Wire-frame meshes litter the worlds and by firing enough of the right type of genergy at them, Xed can construct buildings, access new areas and solve puzzles. It's an original idea that gives *Terracon* an edge over other roaming shooters.

WORTH PLAYING?

For those after an original concept, *Terracon* is essential. But there are problems. The graphics can get glitchy, Xed can be a nightmare to control through the trickier sections and the action can get repetitive later on. Even so, this is a satisfying adventure that'll keep you playing.

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Jet Force Gemini (N64)

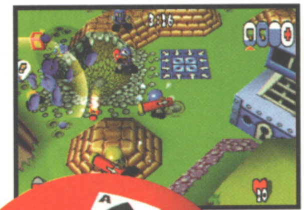
PlayStation

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

TEAM BUDDIES

WORDS & SCREENSHOTS: DEAN SCOTT

For once, the pills do work

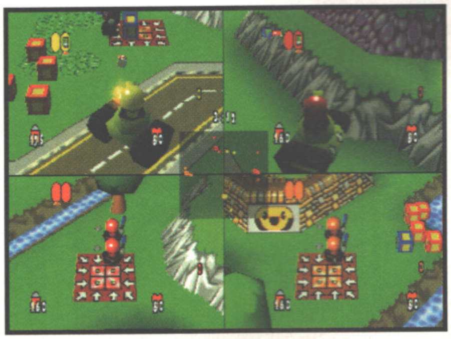


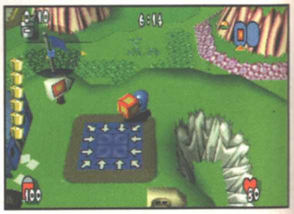
WHAT YOU NEED TO KNOW

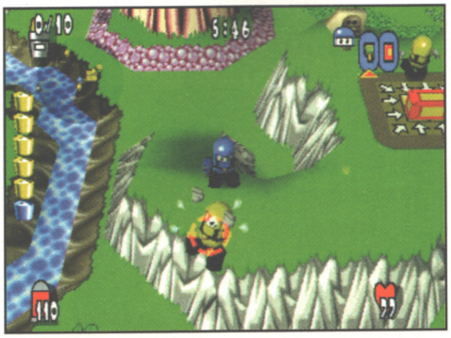
Multicoloured pill-shaped people swearing and blowing each other up with rocket launchers. That's *Team Buddies* in a nutshell. The action is all played out in real time as you command your guys to build weapons and new 'buddies' to help you win a war. Predictably, it works best in four-player, split-screen mode, but the one-player is fun too.

BUILDING AND KILLING

You kick off with a handful of unarmed buddies. Collecting special blocks off the landscape and arranging them on your team's 'pad' makes new weapons to play around with. Like all great RTS games, you've got to balance building with going out and killing things. The pace is frenetic, and the variety of missions (including retrieving the stolen bicycle and rounding up the lost pets) is great.







WORTH PLAYING?

Things rock when four of you each take a team and try and kill one another. The basic deathmatch is fun, but progression in single player opens up new battlefields and game modes. It betters other PS party war games by playing fast and being easy to pick up. And when the buddies swear it's almost funny.

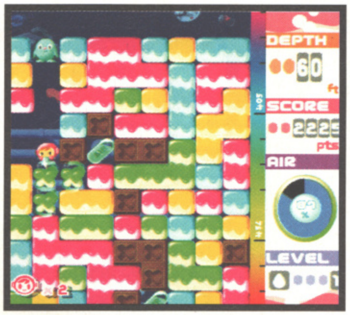
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Hogs of War (PS), *Worms* (all formats)

START!
DEPTH
0 ft
SCORE
0 pts.
AIR
LEVEL
×2

DEPTH
2500 ft
SCORE
151255 pts.
AIR
LEVEL
Driller Bonus
×1 30000 pts.
Time Bonus
03'20"8 39920 pts.


DEPTH
60 ft
SCORE
2225 pts.
AIR
LEVEL
×2

PlayStation

COST: **£19.99**
OUT: **SEPT**
MULTIPLAYER: **NO**

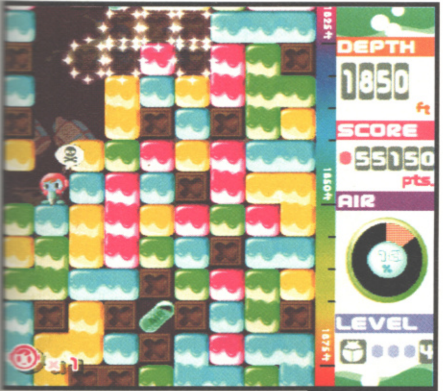
MR DRILLER

The most manic miner, ever!

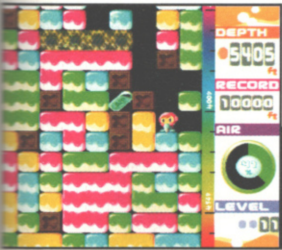
WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

In the days before analogue sticks and 10-button pads, videogaming was a simple affair. Ham-fisted goons could grip a stick and smack a single red button to make the chap on the screen do something fun. *Mr Driller* wants those happy days to return. He needs your help to drill through an onslaught of coloured blocks to save the world, using the D-pad to move and smacking X to drill.


DEPTH
1850 ft
SCORE
55150 pts.
AIR
LEVEL
×1

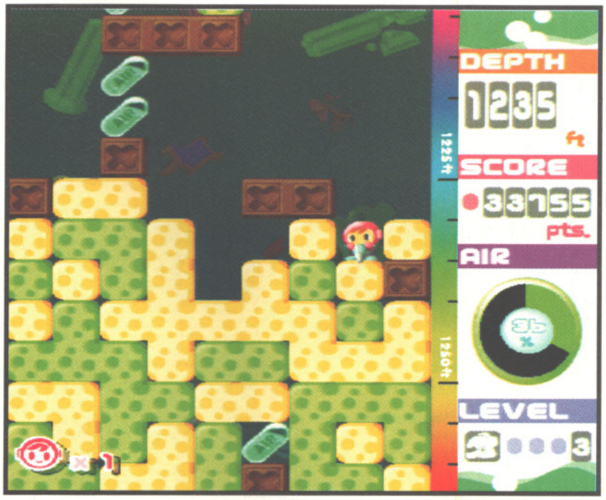
When blocks of the same colour crash into each other they burst like balloons

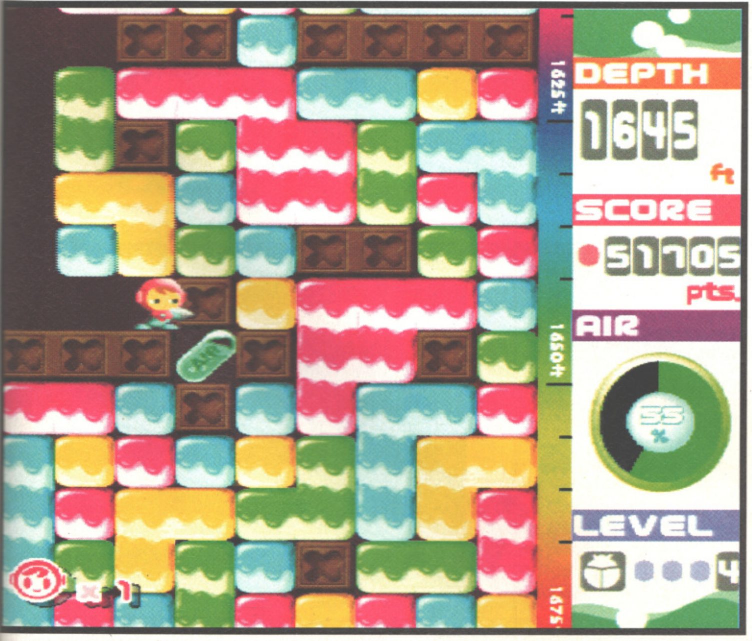

DEPTH
5405 ft
RECORD
10000 ft
AIR
LEVEL

It's a mad rush to get to the bottom without running out of air. collect bottles for more oxygen

WATCH YOUR AIR SUPPLY

Simple idea, simple controls – simple gameplay? No way. The more Driller drills, the more hungry for air he gets. You need to keep grabbing oxygen tanks to stay alive. Assuming, that is, that the blocks above don't cave in on you as you drill. You can take it steady, or you can go hell for leather, but both methods provide an action hit up there with *Bust-A-Move* at its finest.


DEPTH
1235 ft
SCORE
33755 pts.
AIR
36 %
LEVEL
×1

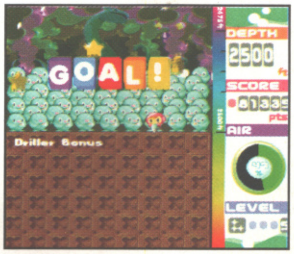

DEPTH
1645 ft
SCORE
51705 pts.
AIR
55 %
LEVEL
×1

TIME WILL VANISH

Your ultimate goal in each level is to reach the bottom. The deeper you get, the more 'X' blocks you encounter, which are rock hard boulders to dig through and knacker Driller out, leaving him gasping for air. It's tough as old boots reaching the bottom, but when you do the rush is ace. It's the kind of game you bung on as a bit of distraction while you're listening to some tunes, but get so sucked in you don't realise the CD's finished. Two hours ago.

WORTH PLAYING?

Mr Driller is a classic action-puzzle game. If you like to solve puzzles at 100mph then you'll most likely lose hours here and still not regret popping it in your 'Station. It won't be everyone's cup of tea. Whining next-gen people who can't handle the simple 2D graphics and uncomplicated gameplay will pretend not to like it c'os it hasn't got any polygons. But all that's missing for lovers of great games is a two-player mode, and they're already planning that for the sequel.


GOAL!
DEPTH
2500 ft
SCORE
81335 pts.
AIR
LEVEL
Driller Bonus

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Super Puzzle Fighter 2 Turbo (PS), *Bust-A-Move* (PS)

PlayStation

COST: £29.99
OUT: NOW

MULTIPLAYER: **NO**

SPIDER-MAN

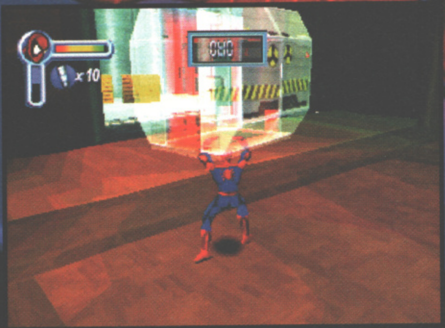
Gettin' sticky with it

WORDS & SCREENSHOTS: STEVE O

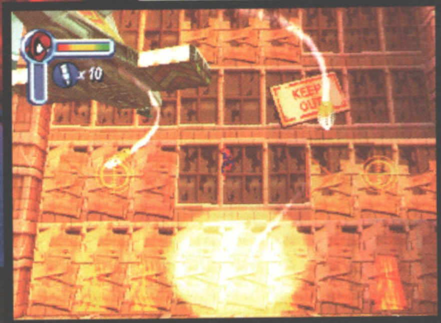
Spider-Man, Superman, Batman – who's your favourite? Chances are it ain't Spidey, right? But time was when Spider-man sold more comics, T-shirts and other junk than any genetically mutated super hero. OK, plenty of Yanks are still into him but without a series of mega successful films behind him, Spidey's trailing in the popularity stakes over here. Maybe that's all about to change, though, 'cos unlike Clark Kent and Bruce Wayne, Peter Parker can now at least lay claim to a top notch videogame with his alias all over it.

THE SPICE OF LIFE

Spider-Man works as a game primarily because it's always throwing something new at you. One level you might be rushing round beating the hell out of guards and the next you're fleeing pursuing cops. Oh yeah, though he fights for justice, the law thinks Spidey's a loose cannon and want him locked up. He's a bit misunderstood.



You've foiled a major hostage situation at a city bank to suddenly get lumped with an enormous bomb. Better get it out of harm's way



Police choppers pepper you with tracer rounds and blast chunks out of the wall with homing missiles. Better get up there quick

Crawl very fast at the right times to avoid the rising and falling toxic sludge in the tunnel complex to get to the next boss

Thanks t
you can c

The spect

Scorpion t
boss hosta

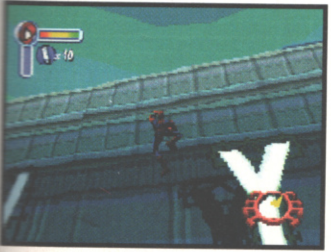
WH

IF Y
LIKE
TR
THE

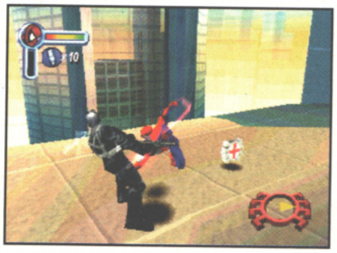
Die Har
Trilogy
Marvel
Capcom
(DC)

MOVE ON UP

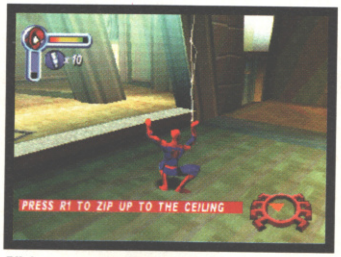
Spider-Man – does whatever a spider can. That's what it says on the tin, anyway. Good news is, they're not exaggerating as Spidey can do all that and more. You can use his web-spinning abilities to ensnare enemies, swing from building to building and a whole host of other stuff besides. This guy's got more abilities than Wales has sheep.



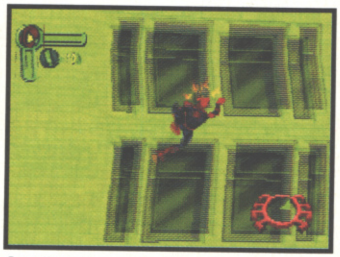
Thanks to his incredibly strong adhesive hands, you can cling to just about any surface you like



Being a grade-A vigilante, Spidey knows how to dish it out. Punch, grapple and kick evil grunts



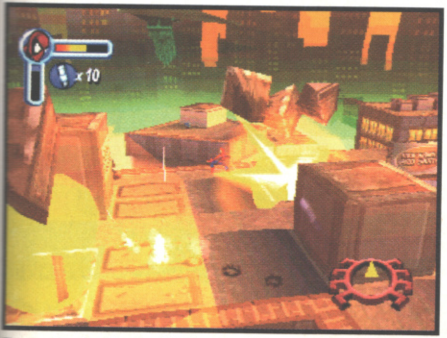
Blink an eye and whoosh – he's outta there. Bash R1 to zip up to the ceiling or back down again



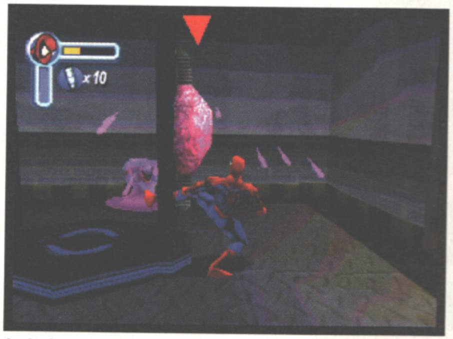
Sometimes the screen will go all woozey as Spidey's sixth sense kicks in to warn of danger

SIGHTS OF THE CITY

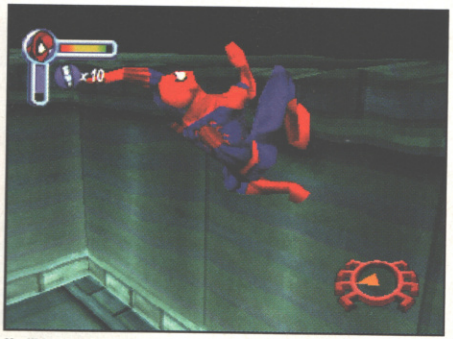
-Along with the variation in gameplay, there's also plenty of different locations to check out. Being America's premier wallcrawler, much of the action is at roof-top level but that won't be all you see by any means. These fiendish super villains sure know how to pick a hideout and you'll visit places you never knew even existed.



The spectacular view is slightly marred by exploding cluster bombs



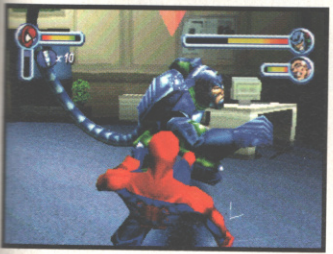
In the furnace rooms you face slimy purple sludge men. Kill them



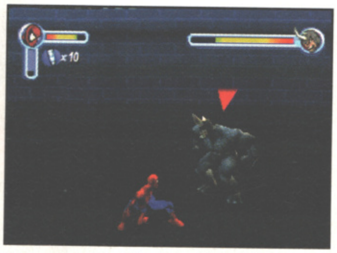
You'll become familiar with every nook and cranny in this city

OLD FRIENDS

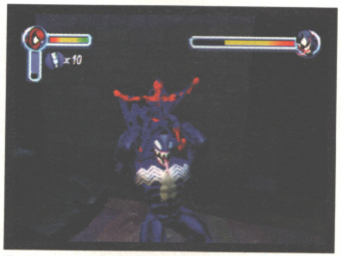
Where there are superheroes there are super villains. And boy does Spidey have some enemies. All the bosses you have to trash are straight out of the comic books and for fans there are some very familiar faces. These ludicrously dressed hardnuts are never easy, though, and it can take a few attempts before you spot their weakspots and work out how to whip them.



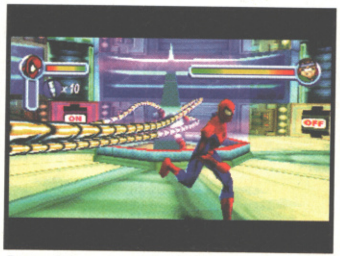
Scorpion takes Peter Parker's newspaper editor boss hostage. Save him before it's too late



This tough cookie, Rhino is hard as nails but he's not got much up top, stupid beast that he is



Huge blue dude, Venom has a neat teleport trick so you've got to get him at the right time to beat him



Doctor Octopus is rough. He's got a force shield and giant metallic tentacles that'll whip you down

WHAT WE THOUGHT...

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WHAT YOU NEED TO KNOW

Spider-Man may not be the most appealing of licenses these days but they've really put together a top game. It won't make your jaw drop but Spidey's range of abilities give the game a feel of its own. In no time you find yourself wallcralling like an huge, brightly-coloured cockroach and swinging between tower blocks like an urban Tarzan.

GIMMIE ACTION

There's hardly a pause for thought and you've probably got a serious attention deficit if you find yourself getting bored. Levels are split into sections each different to the last. First you're fighting hordes of guards, next you have to negotiate the security systems. After some roving beat 'em up style adventuring you catch up with the boss man for an almighty showdown before being chased off by the arriving police. It keeps you on your toes.

WORTH PLAYING?

Roving adventure sections, stealthy infiltration, puzzles, platforming, beat 'em up action, big boss battles there's a bit of everything in here – and it all looks sweet, too. With so much in the mix, though, the only downer is you can get the feeling it's a tad bitty and hasn't got quite enough to get your teeth into to make this a Five Star fun machine.

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